THE SEALED BOOK OF ROULETTE

THE SEALED BOOK OF ROULETTE and Trente-et-Quarante

Being a Guide to the Tables at Monte Carlo, together with simple descriptions of several unique systems. Also Chapters dealing with BACCARAT, CHEMIN-DE-FER and LA BOULE

By "BILLIKEN"

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The Roulette Wheel

Plan of the Roulette Table

FOREWORD

HAPPINESS is the great thing in this world. We each are free to seek it according to our own desires. If wealth is the main contributing factor, then the quickest route would appear to be via Monte Carlo, since *all* roads lead there. The old saying: (*Vade Napoli epoi more*) "See Naples and die," might now be cheerfully altered to: "See Monte and *live*." It is not the purpose of this book to paint word pictures of the wonderful scenery and climate of Monte Carlo and its surroundings, nor to indulge in anecdotes, but to deal with its *raison d'être*, Roulette. To strike quickly and hard is the essence of self-defence, and it must be remembered the wheel is a pitiless opponent, so if the mental jujitsu methods

of attack contained in this volume help the reader to defend himself, it will have served its purpose, while the more experienced player will discover new avenues of success.

An unique feature of this book will be found in the charts of a selected ordinary day's play. The figures have been dissected so that, in addition to the usual column of Rouge and Noir, the runs on Manque and Passe, as well as Pair and Impair, can be seen at a glance. Anyone desirous of testing a system on the even chances will appreciate the usefulness of these charts.

A diagram of the cylinder or Roulette wheel is shown in colours, and a plan of the table is given illustrating where to place stakes. On another page will be found a Voisin chart showing the neighbouring numbers on the wheel.

As a constant visitor to Monte Carlo, I have often wondered at the lack of information of any real practical value available

to the Englishman who is making his first appearance at the tables.

Most, if not all, have only a slight knowledge of the French language, and before their bewilderment is overcome amidst the novel surroundings, they buy their experience pretty dearly at the tables during the first few days.

No matter what scheme one may have figured out at home, one will find their cherished ideas go by the board until they gain practical experience in the tense atmosphere of the rooms.

There is no comparison between the Municipal Casinos of Boulogne, Dieppe, Deauville, Ostend, Nice, &c., with that of sedate, serious and business-like Monte, whose Casino is open all the year round. Besides, Roulette is nowhere else officially permitted, except in Monte Carlo; consequently it attracts over a million visitors annually, a remarkable fact considering the whole Principality of Monaco

extends about two miles along the Azure Coast, and less than a mile inland! Yes indeed, there is only one Monte Carlo.

I have recorded my impressions with a view to assisting those who have had no previous practical experience on the grand scale, and in addition to explanations, hints, advice, &c., I propose to illustrate many new and useful systems.

Roulette, it may safely be asserted, is not a mere game of chance. It is the quintessence of mathematical skill. As will be shown in the chapters herein, the science relates to the differentiation of the laws of probabilities over-riding (as they do) the laws of possibilities. Pascal, who invented Roulette, was a distinguished French mathematician, and before the age of sixteen wrote a treatise on conic sections, and was responsible for the accepted Theory of Probability which ultimately led to the discovery of the Differential Calculus. Pascal was in advance of our own scientist,

Sir Isaac Newton, to whom we generally ascribe the Binomial Theorem.

In a future edition I shall go more deeply into the subject, but at present here is all you need know to reasonably take care of yourself. Read it from start to finish before you stake a single five franc piece.

Experience is the only teacher, but a few of the suggestions herein will probably save you ten times what you pay for this book.

At the risk of being accused of tautology and constant repetition of simple phrases, I much prefer to employ homely language and be explicit rather than appear clever, and lead the reader into a state of confusion. "Learn to walk before you run" is an old adage, and to teach Roulette in print is like telling a person how to sing without hearing a note of music.

When you grasp the theory, practise alone enables you to understand. In writing about the master game of mathematics "fluency is not expression." Mixed metaphors may

seem curious at times, but if they help to give one the perfect understanding, that is sufficient excuse for employing them. To reverse the old French proverb, it is a question of *qui s'accuse, s'excuse.*

The first time you read this book you may miss quite a lot of good things. Scattered through the pages are little items that are the result of many years constant study. An apt illustration may be given in this way: A gardener can find a lot of useful information in a seedsman's trade catalogue. He seeks and finds many things he was not actually looking for. There are seeds in this book which will germinate.

I unhesitatingly assert that a fair percentage of profit can be made at the tables daily, but it requires knowledge and practical experience of the game, coupled with courage, patience, and complete confidence in one's self, to take up play, or stop at will. You will find many golden words of advice in this book.

First impressions generally remain in the mind, so I would beg of the reader not to form hasty conclusions before he has read this book from cover to cover. The first thing that will strike him is the title.

Naturally, a title must be attractive in order to draw attention, hence my adopting it, but as I am revealing many of the secrets of successful play, so jealously guarded by those who have found out things for themselves, I consider I am justified in calling it the Sealed Book of Roulette.

The pages are purposely left uncut, so that the purchaser realises he has an original copy, and not one that others have perused without having paid for it.

Experienced players will find the chapter entitled "Introspection" particularly interesting. Faites vos jeux messieurs. Bonheur.

T. M. D.

THE SEALED BOOK OF ROULETTE

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CHAPTER I

GENERAL NOTES

THE Casino is open every day, Sunday included, from 10 a.m. till midnight. Play is suspended only one day in the year, and that is on the birthday of the Prince of Monaco.

"Roulette as played at Monte Carlo is," according to an eminent Oxford Professor of Mathematics, "from the standpoint of exact science, the most prodigious miracle of the century." People who foolishly talk about gambling, and make wild statements as to the laws of probable chances, will find food for reflection in the foregoing well considered opinion. The simplest question

to any critic is: Have *you* ever been to Monte Carlo? *Experientia docet!*

The wheel never stops rotating. It always travels sufficiently slow, even when turned in either direction, to enable the croupier to pick the ball out of the slot, then with the arm piece he revolves the wheel, actually *very* slowly in the reverse direction, while it is the ball that he spins rapidly in the opposite direction. Round the ball whirls under the upper lip of the basin, and after completing the circuit at least a couple of times (in strict accordance with the rules of the game), although usually it encircles about six times, the centripetal action—that is the slowing down by gravitation towards the centre of the wheel, causes it to strike the diamond shaped obstacles or bosses, bumps over them, rolls across the slots, and eventually settles in one of the numbered divisions. The wheel, still travelling slowly and carrying the ball, enables the croupier to announce the winning number.

The basin of the Roulette wheel has a slight lip around the edge to prevent the ball whirling on to the table. Very rarely does a croupier give such a vigorous spin or accidental jerk to cause the ivory ball to roll on the table, but whenever this happens the recovered ball is again replaced in the same numbered division or slot as before, and a fresh spin then made. The method of throwing the ball is somewhat similar to shooting a schoolboy's marble, only it is done with a twist by holding the ball between the thumb and middle finger. The dexterity of a croupier's throw may be likened to the fine touch of a billiard player. Watching the peculiarities of individual croupiers, one notices remarkable regularities at times, and these occasions are seized upon by players who wait to play voisins. For example, if it is observed that a croupier is throwing regularly in a certain section of the wheel, that portion you at once attack by backing several of the numbers either

side of the last winning number. Supposing zero turns up, the voisins, or adjoining numbers on the wheel, are to the left 26—3—35—12, to the right 32—15—19—4.

Voisin players sometimes wait for two numbers of the 23—8—30—11 group to follow one another, and immediately back the tiers du cylindre (described elsewhere) for six chevals. Should any of the following numbers turn up—33, 16, 24, 5, 10, 23, 8, 30, 11, 36, 13 or 27—a good win is secured.

" Faites vos jeux" is the cry of the croupier inviting you to make your bet. He picks up the ivory ball when he considers most players have staked their bets, reverses the wheel and spins the ball. After it has spun round about twice he cries " Rien ne va plus "—no more bets—but during these dramatic few seconds the last delayed bets are eagerly and often feverishly thrown on the table. Some players refuse to make their stakes until the fateful ball, is actually on its journey. This arises from the fact

that some gamblers object to staking their bets until the ball has left the hand of the croupier. It is a futile proceeding, for even if the croupier watched where you placed your stake before spinning the ball he has no control of its ultimate destination. Even though he may be throwing voisins previously, he can only rely on a vigorous spin to upset his enemies, and the little bosses on the cylinders will still bump the ball at its own sweet will.

While the ball is spinning, and before the cry "Rien ne va plus," if you fancy a number or have an inspiration to back a cheval carre or transversal, and cannot conveniently reach across the table to stake your money, all you have to do is to toss the pieces to the nearest croupier, or hand them to the *chef de parti*, announcing your bet, and you will be safely on. If backing a series of numbers, give the first and last, for example, 7, 8, 9, announce sept a neuf. 7, 8, 9, 10, 11, 12, sept a douze. Remember

the 0, 1, 2, 3 is called the quatre premier, and 1—4 (cheval) is the premier quatre. The premier carré is 1, 2, 4, 5, and the dernier carré is 32, 33, 35, 36. The trois premier is 1, 2, 3 (not including zero). The trois dernier is 34, 35, 36. Single numbers always declare "en plein."

Although the law of average sustains itself over any reasonable period, it is, nevertheless, remarkable what does sometimes turn up at the tables. Here is a list of a few remarkable occurrences. Seventeen reds was once followed by twelve consecutive blacks.

Twenty even numbers once occurred, and was then followed by zero twice.

It is said that the longest run upon an even chance officially recorded is twenty-nine.

Number 9 came up seven times in 9 times. Number 17 came up five consecutive times. Frequently on a day's play the even chances will balance themselves to a nicety; for instance, there were 302 reds and 305 blacks, and on the same day 307 odds and 300 evens at one and the same table.

A lot of fallacies are prevalent regarding Roulette, and nearly always put up by persons with no practical experience of the game. It is absurd to say that a system to be any good must win *every* time. Does the operator in Consols or other gilt-edge securities make a profit every time he makes a deal? The daily receipts from trams, trains, &c., vary, but the companies don't expect every journey to pay for itself. The big stores do not make a profit on every transaction. In business the aim is to come out on balance at the end of the week, month or year's trading. Any properly devised system allows for one bad day per week, and adequate provision is made for it accordingly. It is the restoration of the laws of average, but the player has the opportunity to stop when he likes, whereas the Bank must always play.

Zero gives the Bank an advantage on the even chances of about $1\frac{1}{2}$ per cent., since the player can always partager, i.e., divide.

In effect the Bank acts as a commission agent between players and draws its percentage on zero.

Every table commences play with a bank of 80,000 francs in Bank of France notes, and a liberal supply of counters.

Practice as well as theory is essential to play Roulette. Just as at billiards or bridge, it is wonderful what one learns by actual play.

Observe that if you take a line between 26 and 0 at the top of the wheel to 10 and 5 at the opposite side of the wheel, you will find that all the red numbers on the left are "manque" and all the red numbers on the right are "Passe." This fact is well worth remembering.

Score cards—called Cartons—can be obtained free from any of the attendants.

Always carry a few extra pencils to save the bother of sharpening them at the tables.

To apologise for an unintentional mistake, say "Je me trompais; je le regrette."

When chances appear alternately, such as passe, manque, passe, manque, they are called intermittences. A run is termed La Serie, i.e., rouge, rouge, rouge, rouge.

Numbers 5 and 10, *both* manque, are next to each other on the wheel. The balancing passe numbers will be seen to be 26 and 32, but split by zero.

Never touch or take up anybody else's pieces, although they are of the same value. The other owner may not see what you have done, and wonder what has happened to his stake if it is removed by another player.

To avoid mistakes always rearrange your stake if leaving it on after each coup. Touch your pieces with your hand or the rake if not within convenient reach. Let the croupier and the lookers-on witness that you are establishing your ownership after every spin of the wheel. If you don't, someone else may innocently think the bet is theirs.

Be extra careful whenever staking on manque or passe, because the croupiers

when raking in the losses over other bets have to drag the counters in over the manque or passe space; however, the croupier announces the total amount of money on the winning passe or manque and replaces the stakes before paying out. Should a dispute arise, appeal to the Chef de Parti, who sits on the high stool next to the croupier and rest assured of honest treatment. Nevertheless, watch your own stake.

Always go to the table with a liberal supply of small moneys, i.e., five franc and 20 franc counters. You may lose a chance if you have to stop to change a hundred or a thousand franc note. Never let your small change run out.

Be cool whatever happens, and never lose control of yourself when you strike a bad patch. Cut out Sundays' play. Everyone needs a rest one day a week.

Unless mentally and physically active, it is far better to go up to La Turbie by the mountain railway and spend a couple of

hours in the pure and exhilarating air rather than sit in the scent-laden gaming rooms fighting the Goddess of Chance.

Five per cent. profit on your capital daily should be good enough for anyone. It is the would be get-rich-quick people who provide the millions for the Casino.

The counters used at Monte Carlo are of an ivory-like material about the size of an English half-crown—for the 5 francs (white) and 20 francs (red) pieces, and slightly larger for the 100 francs (blue) piece. The values in bold figures are shown on one side, while the reverse side is inlaid with delicate silver tracery showing a design of the Casino monogram. S.B.M.

The popular names for these counters are : 5 francs, a " piece " ; 20 francs, a " louis " ; 100 francs, " cinq louis."

It may be pointed out that although since 1863, when M. Blanc entered into possession of all the rights of the Société des Bains de Mer—the official name of the

Casino—the minimum stake at Roulette has been five francs, it is quite conceivable, owing to a low rate of exchange, the Administration may raise it to 10 francs or even a louis.

N.B.—This was recently attempted, but the public resented it, and the minimum is still 5 francs.

Visitors should watch the daily rate of exchange. The latest Paris prices can be seen on the Bulletin Board just inside the front doors of the Casino.

The Casino has a magnificent Reading and Writing Room upstairs, where will be found all the principal English newspapers. Music lovers should note that the finest concerts and opera artistes in the world can be heard in the Casino Theatre. During the opera season the array of talent is the envy of all nations. Beautiful women and scintillating gems make the scene one never to be forgotten.

Le Dernier Cri

The season of 1924 will be remembered for several innovations at Monte Carlo.

The administration has recently introduced a ten franc *metal* piece, and this new denomination will be found exceedingly useful to systemites employing increasing stakes. There is also a 100 franc piece, struck in the same bright yellow metal, and this new counter is preferable to the usual cent franc paper note. The chink of the new coins reminds one of the days of golden louis.

Another innovation which will surprise the regular frequenters to the Monte Carlo Casino is the setting apart of special tables for Baccarat and Chemin de Fer. These games of hazard were hitherto the *piece de resistance* at the Sporting Club, run of course by the Casino authorities, and affording a brilliant spectacle from midnight till 4 a.m.

Doubtless the high play at Deauville last year has induced the new Directorate to cater for Baccarat enthusiasts, and as the

Casino makes five per cent. by reason of the Cagnotte, it provides additional profits to the shareholders of the Societé des Bains de Mer.

In view of the introduction of Baccarat and Chemin, and for those who may be seeing it played here for the first time, a complete description of the games will be found at the end of this book. Elaborate treatises on Baccarat have been published in French, German and Italian, but, singularly enough, beyond explaining the Rules and analysing the theory of chances, they make no feature of giving a system. They are full of criticism, but rarely suggest a definite plan for the punter to attack the Bank. In the following pages will be found a practical system, together with a chart taken from actual play.

La Boule is also dealt with, so that the visitor to Monte can pick up a few hints if a little flutter at the Beausoleil Casino appeals to him. The Casino at Nice offers a similar attraction, and is a very popular rendezvous.

CHAPTER II

MONTE CARLO OF TO-DAY

MONTE CARLO may be described as the "multum in parvo" of the Riviera, since every amusement, entertainment and pleasure can be tasted and enjoyed until the appetite is satiated. There is nothing wanting.

Every kind of amusement is at hand, every choice entertainment within reach; and a long round of social functions to attend prevents Time from hanging too heavily on the hands of the visitor.

Tea shops abound, while tea drinking at some of the big hotels is, as in London, associated with dancing, so that the world goes merrily round at Monte Carlo.

As the home of music Monte Carlo has a world-wide reputation. The Casino at

Monte Carlo was built according to the plan drawn by M. Garnier, the architect of the Paris Opera House, and may be said to be one of the most handsome monuments to his fame. The building, unique of its kind, is a vast memorial to the talent of those who were acknowledged masters of their art. There is the work of that inimitable artiste, Sarah Bernhardt, who quitted for a brief period the toga of the Roman dame for the chisel of the scupltor to contribute a statue of Music. Gustave Doré abandoning brush and palette, contributed that group called La Danse. Entering the vast hall, surnamed the Atrium, which has been trodden by kings and princes representing almost every nation under the sun, by artists, painters, as well as statesmen and representatives of high and low degree, are two local paintings from the brush of the late artist "Yundt." The one is a view of Monte Carlo depicting the olive-harvest at Cap-Martin, and the other is also a local

scene of great merit showing an encampment of peasants at Cap-Martin. The famous rooms which re-echo to the voice of the croupiers calling out the state of the game as play at Roulette and Trente-et-quarante proceeds, amid those who find pleasure in courting the fickle Dame Fortune.

The broad terrace at the back of the Casino offers a splendid panorama of the Mediterranean. To the left, the Italian coast is visible as far as Bordighera, and far out to sea one can distinguish the shimmer of the snow on the mountains of Corsica. To the right the setting sun behind the heights at Eze paints the hillsides of Mont Boron and Nice with gold, while at times glimpses can be obtained of those mirages reflected on the waters of the Mediterranean under certain conditions of the atmosphere. The terraces have their shrubberies and flowers, where the cactus and prickly pear flourish. There is no fairer sight than that which meets the eye

of the visitor who takes his stand opposite the Casino on the Mentone road and casts his eyes on the flower beds which dot the smooth shaven lawn with fresh flowers, according to the season.

It may suffice to say that the Principality of Monaco is favoured geographically, and is immune from all epidemics owing to its natural position, and to most effective drainage and the sanitary precautions adopted in and about Monte Carlo. The fresh pure air from mid-Europe filters up through the snow fields on Alpine ranges, and then, coming down south through the forests, gets more and more purified before reaching the sea, while, on the other hand, the cleansing influence of the famous mistral is well known to all who have lived in the south of France.

Excursions

There is no limit to the excursions which can be made from Monte-Carlo. There are

excursions on foot to the Sanctuary of Laghet, to Cap Ferrat, Cap Martin or Mentone. There is the ruined Castle or stronghold of the Count of Lascaris at Roquebrune. Three excellent roads connect the Principality with Nice. There is the lower Corniche road which follows the line of the electric tramway and the coast, running through Villefranche, Beaulieu and Eze to Monaco. Then there is the mid-Corniche road, a wonderful piece of road-building, excellent for automobiles owing to its flat and level surface, with an avoidance of those dangerous curves frequently met with on other routes. Then again there is the Upper Corniche route, passing through the picturesque village of La Turbie, where the remains of the tower built by Phillip Augustus Cæsar are still to be seen, as built twenty centuries ago to mark the frontier between Italy and Gaul.

The reader can, of course, find innumerable Guide Books dealing with the Riviera

and Monte Carlo in particular, but the outstanding features are included in this short chapter, which aims to describe all you want to know about the Eden of the Sunny South.

It must be pointed out that no distinction can be drawn between Monte Carlo and Monaco, as the whole Principality is merged in the comprehensive expression—Monte Carlo.

The International Sporting Club

The Casino proper is a cosmopolitan rendezvous for *toute le monde*, where from ten o'clock in the morning till midnight you will find, seated or standing, the groups of all nationalities playing seriously all manner of systems, and many armed with books and ledgers to check and counter-check their calculations with mathematical precision. Here gambling is carried on as a business, and the social side of life is a secondary consideration.

If one wants to see the real Monte Carlo, the high life, the gay side, the whirl of excitement, the feast of pretty women and incomparable jewels, the panorama of intellectuals representing the world of art, science, drama and politics, the scene depicted by the great novelists, *par example*, that brilliant writer, E. Phillips Oppenheim—he who writes, "I shall never take back a word I have written of the gaiety of Monte Carlo"—one must stroll a few hundred yards down the Condamine and enter the portals of the luxurious Sporting Club. There is no waiting to be put up for election to become a member; all you have to do is to exchange your Casino Salles Privées ticket and give the name of your London or other reputable club, and a card will be handed you entitling you to full privileges.

A sumptuous dining-room will be found downstairs, and the prices infinitely less than prevail in the high-class London cabarets. The finest wines can be obtained

for a matter of shillings, and Asti Spumanti is much *en evidence*. The bar is a friendly little place, where everyone foregathers to take tea or a cocktail and hold a general conversazione. Supper and dancing is a popular feature of the club, and the music is a revelation to lovers of Terpsichore.

The club is open from 4 p.m. to 4 a.m., except for an interval of an hour and a half to permit one to return to the hotel to dress for dinner.

The gambling that takes place here, whether at Roulette or Baccarat, is noticeably in the real sporting spirit. There is joyousness in the air compared with the atmosphere of ordinary casinos, mainly because the club members can mostly afford to play and lose cheerfully. Coolness and courage may be seen exemplified among the players for high stakes, in contrast to the hectic flush caused by desperate anxiety which changes the countenance of the spasmodic gamblers in the public rooms across the way.

From midnight to dawn, all through the season, the Sporting Club of Monte Carlo becomes the ballroom of Europe. One can sit about in easy chairs and smoke and gossip with friends or stroll through the heterogeneous throng, listening to wit and admiring beauty, till one realises "the inspiration and mental tonic of gaiety." Truly here will be found gaiety *in excelsis*.

CHAPTER III

THE CASINO

THE ROULETTE WHEEL—HOW TO STAKE—EASY PRONUNCIATION OF FRENCH NUMERALS

THIS book is written with the object of making the game of Roulette easily understood by English visitors —the majority of whom visit Monte Carlo for a few days as a part of the itinerary of their trips through the South of France and Italy. To deal with the subject adequately they would require a supply of books sufficient to fill a library in itself. It is not every person who visits Monte Carlo who expects to make a fortune at the tables, but it would indeed be a rare occurrence to find a Britisher, who is always of a sporting turn of mind, not

12	35	3	26	0	32	15	19	4
5	24	16	33	1	20	14	31	9
15	19	4	21	2	25	17	34	6
7	28	12	35	3	26	0	32	15
0	32	15	19	4	21	2	25	17
30	8	23	10	5	24	16	33	1
2	25	17	34	6	27	13	36	11
9	22	18	29	7	28	12	35	3
13	36	11	30	8	23	10	5	24
1	20	14	31	9	22	18	29	7
11	30	8	23	10	5	24	16	33
6	27	13	36	11	30	8	23	10
18	29	7	28	12	35	3	26	0
17	34	6	27	13	36	11	30	8
16	33	1	20	14	31	9	22	18
3	26	0	32	15	19	4	21	2
23	10	5	24	16	33	1	20	14
4	21	2	25	17	34	6	27	13
14	31	9	22	18	29	7	28	12

TABLE OF THE VOISINS

26	0	32	15	19	4	21	2	25
24	16	33	1	20	14	31	9	22
32	15	19	4	21	2	25	17	34
20	14	31	9	22	18	29	7	28
36	11	30	8	23	10	5	24	16
8	23	10	5	24	16	33	1	20
19	4	21	2	25	17	34	6	27
28	12	35	3	26	0	32	15	19
25	17	34	6	27	13	36	11	30
22	18	29	7	28	12	35	3	26
31	9	22	18	29	7	28	12	35
27	13	36	11	30	8	23	10	5
33	1	20	14	31	9	22	18	29
35	3	26	0	32	15	19	4	21
10	5	24	16	33	1	20	14	31
21	2	25	17	34	6	27	13	36
29	7	28	12	35	3	26	0	32
34	6	27	13	36	11	30	8	23

wishing to have a little flutter at the tables of the Casino, if only to say that he had had one shot at it. Our aim and endeavour is to enable you to write *Veni, vidi, vici.*

Most readers will have some preliminary knowledge of the game, but for those who do not understand its first principles we give as concise as possible a short explanation.

N.B.—All is worth reading in this book, but the experienced player can at once turn to pages 108 and 146 if he wants to pick out the plums in a hurry.

The Roulette wheel consists of 37 segments, which embrace 36 numbers and a Zero. The figures on the wheel run in the following order: 0, 26, 3, 35, 12, 28, 7, 29, 18, 22, 9, 31, 14, 20, 1, 33, 16, 24, 5, 10, 23, 8, 30, 11, 36, 13, 27, 6, 34, 17, 25, 2, 21, 4, 1, 15, 32, and although irregular in numerical order, are alternately marked Black and Red. In the centre of the wheel is a metal

cross bar, which the croupier turns to rotate the wheel, and spins the ball in the opposite direction. The ball must travel at least twice round the circumference of the wheel to constitute a perfect throw, but in practice it usually travels at least seven or eight times round. The ball must eventually fall into one of the slots of the numbered divisions, and this decides the winning number for each throw.

The table on which the bets are made is laid out as shown on the coloured plate in this book. On reference to this plan will be seen the separate divisions or various sections of the table to represent the manner of staking, and the odds that are paid for the corresponding win. The odds, as will be seen, vary from 35 to 1, backing a single number outright, 17 to 1 on two adjoining numbers, 11 to 1 for a set of three numbers, down to even money for the reds and blacks, odds and evens,

and Passe and Manque (over and under 18).

A few words may be useful to assist the reader on his first visit to the Casino to make him familiar with the run of the place. On entering the main entrance there will be found immediately on the left on passing through the swing doors a bureau where, on presentation of a visiting card and passport, a one-day card of admission can be obtained gratis. A ticket for a month will cost ten francs. For those who are staying a longer period and wish to use the Salle-Privé—that is, the private rooms—the charge is 75 francs a month, or 200 francs for the season—six months. On the right-hand side of the entrance is the cloak room, it being compulsory for visitors to deposit sticks and parcels. Hats may be carried but not worn in the rooms. Fee, half-franc. Immediately passing through the entrance vestibule is a large pillar room called the "Atrium." Keeping to the left

is the entrance to the gambling rooms. There are three doors, the centre one being the exit, and the others the entrances; particular attention is called to this fact, because the authorities are very precise on visitors entering and making their exits through the proper doors. On entering the Salle de Jeu, a series of Roulette tables will be found all round the room—the two centre tables being exclusively employed for the game of Trente-et-Quarante. The visitor will find on entering the rooms, both on the right and left, the "Caisse"—cash desk—where money can be changed for counters, or plaques, which are used for making stakes on the tables, and the lucky winners can re-convert them into cash at the same cash desks after having finished play. The denomination of the counters used are 5 francs, white; 20 francs, red; 100 francs, blue; 500 francs, grey.

Quite recently the Casino has introduced a yellow metal counter to represent 10

francs, and a larger one of the same metal for 100 francs. There is now the chink of coins to be heard as in the days of golden louis.

Selecting a table according to fancy, the visitor will endeavour to find a seat, or, if the rooms are crowded, he will have to stand up to play, but the lookers-on rarely crowd more than two deep, so that it is easy to reach over the person in front, and make the desired stake. Should any difficulty arise when the rooms are crowded, all one has to do is to throw the counters to the croupier, and cry out loudly the nature of the bet. For example: "Louis, rouge," "Louis, quatorze (14)," "Louis, manque," "Cinq francs, zero." Should any of these bets win, the croupier will hand over the winnings on demand, otherwise it is expected that the player will reach over and collect his own winnings, which he can either do by hand, if it is close to where he is standing, or pick up one of the

rakes at the side of the table which are available for this purpose. It may be useful to many to refresh their memory as to the sound of the numerals spoken in French, and for the benefit of a few we give a list, from 1 to 36, with their pronunciation.

Here are a few useful expressions in constant use with their meanings :—

Faites vos jeux, Messieurs—Make your bets. Rien ne va plus—No more bets to be made. Les jeux sont fait—The game has started.

In announcing the result of the spin of the wheel, the croupier gives it in the following order : First, the number, for example, quatorze (14), rouge (red), pair (even), et (and), manque (from 1 to 18).

A further illustration: supposing 35 wins, the croupier would cry out—"Trente-cinq, noir, impair et passe."

Starting with the top of the table, i.e., nearest the wheel, the following are popular bets :—

" Quatre premiers," which includes 0, 1, 2, and 3.

" Trois premiers "—1, 2, and 3.

" Six premiers "—1 to 6.

" Premier carré "—1, 2, 4, and 5.

Transversals of three numbers across the board, for instance, 7, 8 and 9, one would announce " sept-neuf," &c.

" Trois derniers," of course, would be 34, 35, and 36.

" Six derniers "—31 to 36.

Six numbers together, for instance 13 to 18, announce " treize-dixhuit," giving the first and last numbers of the six.

A "carré" is any four adjoining numbers forming a square, for instance, 11, 12, 14, 15. " Onze-quinze," giving the first and last numbers.

A " cheval " is any two numbers adjoining in any direction, for instance, 11-14, or 28-29.

The dozens, 1st, 2nd, 3rd, are called, " douze premier," " douze milieu " and " douze dernier," and are bvious groups,

and the space for backing these divisions is at the bottom end of the table, where also is to be found a space to include the numbers in any of the three columns.

On the larger spaces provided at the sides of the tables are the following: Manque, meaning 1 to 18; Impair, meaning odd numbers, Rouge, signifying red. On the opposite side will be found: Passe, meaning all numbers from 19 to 36; Pair, representing even numbers, Noir, black.

Next to the wheel at the top of the table is the space provided for bets made on Zero.

When the ball stops at Zero, unless it is backed individually—" en plein "—or in conjunction with the numbers 1, 2 or 3, all other bets are lost except the even-money chances—i.e., Passe, Manque, Pair, Impair, Rouge and Noir—but in regard to the latter, the stakes are placed on a side margin line, known as " in prison "—*enferme*—but if the following spin of the wheel results in

the same chance as that previously backed, the stake is automatically released to the player. However, if he so wishes, he may divide with the bank—*partager*—immediately after the Zero has turned up.

There are various other expressions used to indicate the nature of the bets which the croupier will understand, as they are in constant use. For instance, if one desires to play all the numbers on the table ending in 4—which embraces 4, 14, 24, 34—instead of calling out each separate number, all that is necessary is to say, "Finale quatre."

Up to the digit 6, to cover the "finales" four pieces are necessary, but for the "finales" 7, 8, 9, only three are required.

Pronounciation Made Easy to All

For 1—un—always use the word "premier."

2—deux—de.

3—trois—trwa.

4—quatre—catre.

5—cinq—sarnk.
6—six—seece.
7—sept—sett.
8—huit—weet.
9—neuf—nerf.
10—dix—deece.
11—onze—ornz.
12—douze—dooze.
13—treize—trez.
14—quatorze—cattorze.
15—quinze—carnz.
16—seize—sez.
17—dixsept—deessett.
18—dixhuit—deesweet.
19—dixneuf—deeznerf.
20—vingt—varnt.
21—vingt-et-un—varn-tay-un.
22—vingt-deux—varnt-de.
23—vingt-trois—varnt-trwa.
24—vingt-quatre—varnt-catre.
25—vingt-cinq—varnt-sarnk.
26—vingt-six—varnt-seece.
27—vingt-sept—varnt-sett.

28—vingt-huit—varnt-weet.
29—vingt-neuf—varnt-nerf.
30—trente—trornt.
31—trente-et-un—trornt-ay-un.
32—trente-deux—trornt-de.
33—trente-trois—trornt-trwa.
34—trente-quatre—trornt-catre.
35—trente-cinq—trornt-sarnk.
36—trente-six—trornt-seece.

Backing a single number. *En plein*—on plane—*Impair*, signifying odd numbers, is pronounced—ampair. *Pair*—even numbers—pair. *Rouge*—red—rooge. *Noir*—black—noahr. *Passe*—19 to 36—pass. *Manque*—1 to 18—mahnk. *Zero*—0—zayro. *Mise*—meeze—the counter or stake when placed on the table. Usually players leave their *mise* on after a win, for a repetition when backing traversals, cheval, or en plein. The croupiers never remove your mise or stake unless you request its return or pick it up yourself.

The Popular Bet Covering Six Chevals

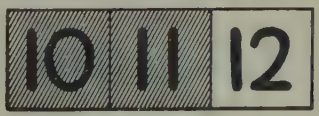
A favourite bet known as the "Tiers du Cylindre," which means the twelve consecutive numbers on the wheel—33, 16, 24, 5, 10, 23, 8, 30, 11, 36, 13, 27—may be backed by handing the croupier six pieces, announce "tiers du Cylindre," and he will then place them as required; because these numbers happen to be so distributed that they can be backed "à cheval" with six pieces, i.e., 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.

Many players, before making a bet at all, will watch patiently to see if a croupier is throwing regularly in a sector of the wheel. Immediately they notice the ball falls two or three times consecutively within the Tiers du Cylindre, they promptly back this group until the ball changes to another sector. The ball frequently hovers in this sector for quite a number of throws, but the players must not be too persistent on the continuance of a good thing.

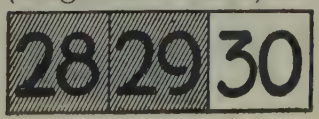
The same remarks apply to the Zero sector. For instance, after a zero a good bet is considered 32/35 cheval, 12/15 cheval and a carré 25, 26, 28, 29.

Noir and the Transversals

It takes a very long time for a player to familiarise himself with the numbers and their corresponding colour as they appear on the wheel. Also to remember how the colours occur on the plan of the table is confusing to the novice. A start can be made by memorising the two blacks which occur in a single transversal. On reference to the coloured plate it will be observed that the *consecutive* numbers 10 and 11 are black in the transversal (dix-douze) 10-11-12.



Also the 28 and 29 are black in the transversal (vingt-huit-trente) 28-29-30.



Fix this in your mind—no two reds appear in *any* single transversal.

The Black Chevals

It will be seen that it is possible to stake on no less than six chevaux, all black.

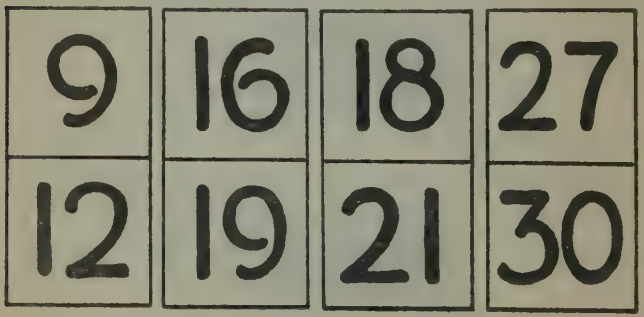
Here are the numbers placed in squares.

Those horizontal are

Those in the columns are

The Red Chevals

The Red Chevaux are as follows:—



While there are only four red chevaux to six black chevaux in the lay out of the *table*, it may be pointed out that on the *wheel* the balance is restored for the simple reason the table is rectangular and the wheel an endless circle. If the tapis was joined in circular form the 1 and 34 and the 3 and 36 would make red chevaux.

Odds paid at Roulette

En plein	1 number	.. 35	times the stake
A Cheval	2 numbers	.. 17	„ „ „
Transversal	3 „	.. 11	„ „ „
Carré	4 „	.. 8	„ „ „
Quatre Premiers ..	4 „	.. 8	„ „ „
Sixain	6 „	.. 5	„ „ „
A Column	12 „	.. 2	„ „ „
A Dozen	12 „	.. 2	„ „ „
Pair, Impair, Passe, Manque Noir and Rouge		.. ..	Even Money

CHAPTER IV

SIMPLE METHODS FOR THE BEGINNER

THERE are many elaborate systems, but they can only be followed by experienced players, and for the moment we are only dealing with the novice who wants a little gamble with all the fun but the minimum risk. In the following we are going to suggest a few simple methods which can be easily acquired by the novice at sight. Of course, they will all depend on luck, but they are simple to follow, and will not run away with a lot of capital.

We will assume that the unit of the stake is a minimum of five francs, so that a person going to the tables with a hundred francs and resolving rigidly—win or lose—he will

not exceed his capital in any one day, he will not have cause to shed tears if the Goddess of Fate is none too kind to him.

First Bet—Following a Run

It is wise for the beginner to start with single bets to get the actual "feel" of the table, just as one tests anything new with caution. Take only twenty-five francs to the table, and purchase five white pieces of five francs each. Watch the result of the wheel until two consecutive reds appear. Then stake one piece on red. Win or lose, he waits until either colour again repeats itself twice, and then stakes a single piece on that colour. He is therefore always following the third run on any colour. He will probably gain the experience of watching intermittencies, that is, a series of alternate reds and blacks—a most useful asset to teach the novice the golden rule of patience. When you are playing against the Bank, you are playing with real money;

but it costs you nothing to make mental bets, and unless one is deliberately playing for intermittencies, continuous play on either red or black is a very costly game.

Second Bet—Mainly to get Accustomed to Play

Proceeding with simple systems, we will illustrate a few bets and leave the reader to figure out the results for himself, as they are quite obvious. It is not wise to go blindly to the table and commence betting without an indication of two or three numbers in order to observe which way the wheel is running, as it is a recognised fact that one croupier will spin with almost automatic regularity within a couple of numbers on the wheel either side of his previous throw, whilst other croupiers are extremely erratic in spinning, and the ball becomes the acme of irregularity, and those who attempt to chase numbers "en plein" will be pursuing a will o' the wisp. Let us assume the reader goes to the table and

Numbers 1, 3 and 7—all Red, Impair and Manque—have turned up. Unless he persists in the idea of following a group in this neighbourhood he would naturally consider that Passe numbers are likely to follow, and also Black or Pair. He would then make a stake of one piece on Noir, Pair, and Passe. Placing this twice consecutively, and allowing for one loss to occur, he would still make a profit of four points. Stopping after the second spin, he can either wait for another similar eventuality to take place to break in again as before, or commence on the opposite side.

Third Set of Stakes, embracing an 8 to 1 and an 11 to 1 bet

Taking the same figures, 1, 3 and 7, to start with, a reasonable bet would be one piece on the last dozen—a two to one chance—and two pieces on Black. Pursuing this bet twice, and in the event of complete failure a stake of one piece on the trois derniers, and one piece on the quatre pre-

miers, would bring in a profit and recover his losses, if either of the last two bets won.

Progressive Stakes

Scanning your score card, if at any period of play it is observed that either eleven consecutive Manque, Rouge, or Pair numbers have turned up, a progressive stake of 1, 2 and 3, making a total of six units, may reasonably be invested on the opposite chances—namely, Passe, Noir or Impair.

Example of 11 and 17 to 1 Chance

It is also noticeable that if one wants a "long shot," very frequently a number will follow in the group of four adjoining it, so that by taking a cheval with any two adjoining numbers, fortune may favour the one who takes the risk; but this should not be attempted by the novice, unless he is constantly winning on even money chances. For example, following 29, take the cheval 30-33. After 32, take the Trois derniers, or 35-36 cheval.

CHAPTER V

THE BILLIKEN SYSTEM

HOW AND WHY IT OPERATES—LAWS OF PROBABILITIES AND POSSIBILITIES

THE secret of the wonderful success which invariably follows play on this method is because it provides runs on *pair* and *impair* and gives an index which *colour* to back. Each throw of the wheel governs the bet to be made on the following spin, and since the player is always backing the even money chances, pair or impair and rouge or noir, the actual winning number is intermittently pair and rouge or impair and rouge, and likewise pair and noir or impair and noir. Ladies can acquire dexterity in this system as easily as the proficient player. The clue is simplicity itself.

All you have to do is to subtract each number as it turns up in the wheel from 36, and the resultant figure indicates whether to back pair or impair and rouge or noir. This resultant number has no relation to the following winning number, either to back it *en plein* or simply for passe or manque. It is merely an index to back the even chances pair or impair, rouge or noir. At first confine yourself to flat stakes. After a week's play you can employ progressive stakes. Win or lose, never play more than half an hour at each sitting. Observe how long a croupier works. Remember human endurance. The wheel has no brain and is pitiless. Be fresh and mentally active whenever you sit down to play. The essence of success is coolness.

To illustrate this system clearly, we will take the actual figures from the "Revue de Monte Carlo" for the morning of Monday, 20th November, 1922. The Permanences Authentiques commence as follows: 4—11

—14—12—34—18—29—34—0 12—10—0 —4—19—17.

Imagine yourself seated at the table (and by the way always endeavour to sit if possible close to the dividing line of Rouge and Impair or Pair and Noir for convenience of betting) and the first spin has taken place and the croupier has announced *quatre, noir, pair* et *manque.* You have the first number to enable you to commence play. Number 4 has been announced, so you immediately subtract 4 from 36, which gives you 32. Unless you are familiar with the wheel, consult your chart—or refer to the one shown in this book—and see what colour is 32. As it is Rouge and Pair it gives you the guide to stake on Rouge and Pair for the next throw of the wheel. We will imagine you stake one louis (20 francs) on Rouge and one louis on Pair. The wheel spins and the ball falls into number 11 which is noir and impair, and therefore you start off with

a loss of two louis. Number 11 having won, you subtract this number from 36 and this gives you 25 which signifies Rouge and Impair which you back for the next spin. From the permanences we find number 14 wins next which is Rouge and Pair, therefore the bet equalises itself—neither win nor lose. Still we are two louis out so far. Proceeding in the same manner we deduct the last winning number 14 from 36 and this gives us 22 to operate on. As 22 is Noir and Pair we therefore back Noir and Pair for the next spin. This time the croupier throws 12 representing Rouge and Pair. Again we neither win nor lose. Subtracting 12 from 36 we get 24, which is Noir and Pair, and they are accordingly backed. The winning number proves to be 34, Rouge and Pair. Again no win or loss. Subtracting 34 from 36 gives us 2 Noir and Pair, but 18 Rouge and Pair wins. Still no loss. Subtracting 18 from 36 gives us 18 Rouge and Pair, but the winning number 29 black

and impair loses us another 2 louis. Following our plan we deduct 29 from 36 and get 7 Rouge and Impair, but as 34 Rouge and Pair wins, our losses are not increased. Next time deducting 34 from 36 we get 2 Noir and Pair, but zero turns up and our stakes are imprisoned. The next throw proves to be 12 Rouge and Pair, so we recover one louis on pair. Our total loss now amounts to 5 louis. The reader must be patient to follow this out. We are dealing now with *actual play*. How easy to illustrate if we had selected a winning patch to start off with, but how disastrous to the player to strike a losing sequence with real money if he jumped in to play this method without grasping the fact that coolness, courage and patience are vital necessities when playing against the wheel. Now we will proceed with our game and it will be seen that the laws of average *do* sustain themselves over a very small period. Incidentally it may be observed that the

most hostile critics of Roulette and invariably Professors of Mathematics are those who have never been to Monte Carlo and know nothing of the *practical* side of the game.

It is no use speculating on theories. What one has to consider is probabilities, not possibilities. The art of the game is to snatch what may be termed the crest of the curve, that period when, in order to restore the balance, there is a slight preponderance of one even chance over the other. Every visitor to Monte Carlo knows how wonderfully even the figure's balance themselves on a single day's play, leave alone the almost miraculous consistency shown on a year's play. Since we have selected figures from the day's play, November 20, 1922—quite an average day—it may interest readers at home to know that of 772 spins of the wheel the tabulated results show Noir 386, Rouge 367, Pair 385, Impair 368, Passe 356,

Manque 397. The zero turned up 19 times during the day.

Continuing the demonstration of our System, the last number we dealt with was the one preceding the zero. As number 12 followed this we get on subtraction from 36 number 24, indicating noir and pair. The next winning number is 10 Noir and Pair, so we win 2 louis. Subtracting 10 from 36 gives us 26 Noir and Pair. Zero turns up followed by 4 Noir and Pair, thus recovering both stakes. Subtracting 4 from 36 we get 32 Rouge and Pair. Number 19 Rouge and Impair wins, so we are quits. Subtracting 19 from 36 we get 17 Noir and Impair. Number 17 wins, so we win 2 louis.

In the same manner the play is continued until the player wins four points. To attempt to win more is mere avarice and courts lengthy play and disaster, as fatigue always tells its tale. If playing with 100 francs stakes one ought to be content with

a win of two units. Always remember in playing a system you have a definite end in view and regard it as a business proposition. Merely to gamble is quite another matter. Anything may then happen. Whatever your initial stake may be, whether 5 francs or 500, the player should always be prepared with sufficient capital to stand a consecutive loss of ten units on any of the even money chances. All really sound systems are equally slow losers as well as winners.

Don't rely on your ear when the winning number is called out. It is important to watch the croupier tap the number on the table and thus confirm the correct result on which he is paying the winners.

It is an advantage before starting in to play the Billiken System to wait for three consecutive reds to appear, but see that they are alternate pair and impair, such as 3-34-9 or 36-27-12.

A few remarks may be permitted to explain

the basic idea on which this system is founded. Many will seek to criticise its merits, but, remember, one should endeavour to find constructive rather than destructive criticism. The primary object of a system is to evolve a method of play in order to win, so that, after all is said and done, the only thing which matters is success.

The first question to arise will be, why are the even chances *passe* and *manque* not similarly operated on in this system? The answer is that any number (except 18) when deducted from 36 must produce an opposite *passe* or *manque* numeral; therefore the result depends on that alone. The system favours runs on the *pair* and *impair*, since the subtraction of an even number from 36 yields an even number, and likewise an odd number always produces a resultant odd number.

A reference to the coloured chart will show that the reds and blacks are not *alternate* in order from 1 to 36. They cannot

be separated into two exact halves like *manque* (1 to 18) and *passe* (19 to 36). For example, there are *ten* black *even* numbers and only *eight* black *odd* numbers.

As the system depends on what a resultant number indicates as to *colour*, it favours runs rather than intermittences in combination with odds and evens.

The game has already been fully explained, but to illustrate the argument, let us assume these figures come up, 30-10-8-26-28-36. The first bet after 30 would be black and pair representing 36-30=6. The actual figure to appear is 10, both black and pair. Deducting 10 from 36, we get 26, again black and pair. The wheel now throws number 8. Again there is a win on black and pair. Deducting 8 from 36, we get as a resultant number 28, black and pair. The wheel throws number 26, black and pair. Deducting 26 from 36, we get number 10, black and pair. The wheel throws up number 28, black and pair. Deducting 28 from 36, we get 8, black and pair.

The wheel this time throws up 36, red and pair, the bet being neutralised as black loses and pair wins.

The foregoing shows a run (from 30) of four blacks and five pairs.

In the Billiken System there are only two rules to be observed. When zero turns up, divide with the bank and stake afresh on red and pair, representing 36. When 36 turns up, repeat the stakes of the previous bet.

CHAPTER VI

HOW TO BREAK THE BANK

THE WAY IT WAS DONE THREE TIMES IN ONE DAY

PROVIDED one is winning, there is always the temptation to try to run a big coup, but, as long as one is attempting this with actual winnings and not with original capital, the harm of failure is modified, so that one can say, when it is all over, they chanced their luck and they are none the worse off. Among inveterate gamblers one desire, which arises from sheer vanity, is to be able to say that they have "broke the Bank." After all said and done, this is not a wonderful performance, considering that the actual amount necessary is a comparatively trifling

sum to the Bank, although it is quite a nice fortune for the lucky individual. Perhaps before we suggest any means by which the dreams of avarice may be realised, and in all cases it must depend upon a run of consecutive winning, it would be more interesting to the reader to learn how the Bank was "broke" three times in one day by a single individual. This was done, as all the world knows, by a well-known London business man. The method he employed was as follows :—

Wait for eighteen numbers to appear. Write them down in two columns of nine. Now add the two top numbers of each column. If they make less than 36, play the even chances represented. For instance, 7 and 13 would make 20 ; therefore play Black, Pair and Passe. Should they make more than 36, for instance, 18 and 25, subtract them, i.e., 7, and play Red, Impair and Manque. Commence play with a stake of 3,000 francs on each even chance, and

increase by 100 francs each time, win or lose, recommencing with 3,000 francs on each, once the maximum has been reached, a big coup that frequently succeeds. It will be seen from the play illustrated above that it was a game of hazard, but it came off, and nothing succeeds like success. One of the most favourite methods of attacking the Bank to pull off a big coup is illustrated by the following :—

There are several numbers in the third dozen, 25, 26, 28, 29, 32 and 35, which are close to Zero. Play all the carrés, the centre-column number "chevaux," and the three "sixaines"—25-30, 28-33 and 31-36—with stakes of 100 francs. Place a maximum bet of 18 louis on Zero—3. If a third dozen number comes out, proceed in the same manner, only place the whole of the winnings on the table in proportion. A run of five or six numbers on the third dozen, especially should either 29 or 32 appear, would result in a very substantial win.

Is This Your Opportunity ?

Here is a suggestion how it is possible—though highly improbable—that the Bank can be broke with an initial capital of 5 francs. We will assume that a player is sitting at a table and he has waited patiently to see a run of at least nine consecutive " Manque " numbers. He then has a chance of staking 5 francs on the " Passe " and thus winning an equal stake of 5 francs, so making his capital 10 francs. In this illustration it may be pointed out that the rates of odds of his winning is a paradox. On the one hand it is still an even chance, yet the mathematical odds, according to the laws of average, are so enormous as to make it almost a certainty. Let us further assume that while he has been waiting no single number has appeared in the last group of 31-36. He can therefore reasonably risk of his then capital of 10 francs a piece on " Passe " and one on the last six, which is a five-to-one chance. We may then assume that number 32 appears, which

is both "Passe" and in the last six. He therefore wins five points plus one on "Passe," making his total capital 40 francs. We will then assume he places 20 francs on the three dernier numbers, 34, 35 and 36, and 20 francs on the "Passe" and number 36 turns up. He then wins 20 francs on "Passe" and 220 on the trois dernier, and his total capital has mounted to 280 francs. In the nature of things the wheel should swing to one of the "Manque" numbers. Here he must be guided by judgment and he must select a number among the "Manques." We will assume that he selects number 9, and he puts on 100 francs, and protects himself with 180 francs on "Manque." Here number 1 wins, so he loses his 100 francs stake, but wins 180 on "Manque," so that his capital is now 360 francs. He continues to play 100 francs on 9, and leaves the entire balance on "Manque." Nine wins, so he therefore raises his capital to 4,120. He then considers the middle

dozen is likely to arise, and, for argument's sake, he selects number 14. He places a maximum of 180 francs "en plein," the four chevaux and 500 francs on each "carré," and the transversal plein 13, 14 and 15. We will assume the 14 wins, so that the resulting total amount of capital then in hand comes to 56,300 francs. Selecting another number in the middle dozen, 23, which he takes "en plein" with a maximum—180 francs—together with the 19-24 transversal, his capital then amounts to 68,600 francs. He then resolves to leave off playing a winner in any case, and puts 40,000 francs in his pocket. Being thus assured of a very satisfactory profit, he plays a final throw on 23 to repeat, with maximum stakes of 6,000 francs each on Red, Impair and Passe, 3,000 francs each on the middle dozen and centre column, 1,200 francs on the two transversals 19-24 and 22-27, and a maximum "en plein" he stands to win a further 48,300 francs—

thus winning eventually a total sum of 116,895 francs.

Provided all these good things happen, he will then have written his name on the scroll of fame of Monte Carlo.

It is not generally known that a similar incident to the above has actually occurred, only the original number 9 was first played "en plein," and the sequence of bets followed practically on the same lines.

Fortune knocks once at every door. Don't be out when she calls.

CHAPTER VII

WELL-KNOWN SYSTEMS

A FEW observations on various more or less well-known systems might be of interest.

The commonest is probably "The Martingale," which simply consists of doubling up : 1, 2, 4, 8, etc., or the more ambitious or "Great Martingale," 1, 3, 7, 15, 31, etc., any winning coup thus giving a profit of 1 unit for each coup played. In either case, whenever a win is obtained recommence with 1 unit. Both are dangerous, and if played long enough, even if not at the beginning, one will arrive at the point where the maximum allowed by the Bank prevents further increase.

The resultant loss of capital takes a very long time to recover, even if a further loss is not experienced in so doing.

The "Alembert" and "Labouchere"

systems are, theoretically, very sound. The Alembert consists of increasing 1 unit after a loss, and decreasing 1 unit after each win. Thus, playing constantly on black, for example, whenever the law of average asserts itself, and there are an equal number of blacks and reds, the player will have a profit of half a unit for every coup played. The trouble is that one never knows when the law of average will operate. It may do so in an hour, or maybe not for a month, in which case the capital required is enormous, not to mention the loss each time that Zero comes up.

The "Labouchere"

is a great favourite, the principle being that a win counteracts two losses. Commence by writing down any number of units, say 1, 2 and 3. Combine the first and last figures, 1 and 3. Stake four units. If this be won, then cross out the 1 and 4 and play

the 2. Should the 4 be lost, write down 4 and combine the 1 and 4. As stated beforehand, the principle is very sound, the great objection being that after several successive losing coups a substantial capital is required, and the player soon arrives at heavy stakes.

The object of the ordinary "Labby" is to set yourself the task of winning a definite sum, and to so arrange your stakes that a win always wipes out the two previous losses. For those who wish to experiment with this almost worn out device, a description of the play is now given. You must not rely on your memory, but keep a scoring card to check your bets. The first thing to do is to write down, preferably vertically, say

1
2
3

in your score card. Your stake will be whatever the top and bottom figures added together come to. In this instance $1+3=4$. Presum-

ing the bet is lost, you write down 4 at the bottom of your column. It now stands thus

1
2
3
4

This time let us assume you win, so you strike out the 1 and 4 (that is the top and bottom figures), and your card will look like this

~~1~~
2
3
~~4~~

The result of this requires you to add the 2 and 3 together, which make a total of 5, and therefore your next stake has to be 5.

Suppose you lose, you write 5 under the cancelled 4, and your card will appear thus

~~1~~
2
3
~~4~~
5

Your stake to follow is therefore $2+5=7$. Presuming this time you lose, your column of figures will appear thus

~~1~~
2
3
~~4~~
5
7

Your stake to follow is therefore $2+7=9$. If win your card will be marked thus

~~1~~
~~2~~
3
~~4~~
5
~~7~~

Your next bet is $5+3=8$, and, provided you win, this completes the performance.

Paroli

Commence by staking 1 unit. If win, leave the two units for a second coup.

Should this succeed, giving a profit of three units, recommence with 1.

Should either the first or second coup fail, stake again 1 unit, always trying for two successive wins. After 3 units have been lost, commence with 2 and so on. In the long run this is almost as dangerous as the Martingale.

The Paroli can be played on the Rouge or Noir, Pair or Impair, or the Passe or Manque. The subtle inducement of this system is the prospect of winning 300 francs with 100 capital on the even chances. The gambler who stakes " en plein "—that is on a single number—would make a profit of several thousand francs even on a five franc stake.

The following table shows the rate of Progression for a Paroli on the even chances. As soon as two consecutive wins are scored, the player is in hand on the game. As previously pointed out, the amounts soar to an unwieldy figure. Starting with a five franc stake, the maximum 6,000 francs

is reached after 26 attempts to win twice in succession.

TABLE OF THE MOST DIRECT PROGRESSION FOR THE SIMPLE "PAROLI" SYSTEM

Nos. of the Coup.	Amt. Staked.	Net Profit.
1	1	3
2	1	2
3	1	1
4	2	3
5	2	1
6	3	2
7	4	2
8	5	1
9	7	2
10	9	1
11	12	1
12	16	1
13	22	3
14	29	2
15	29	3
16	52	3
17	69	2
18	92	2
19	123	3
20	164	3
21	218	1
22	291	2
23	388	2
24	517	1
25	690	3
26	920	3

Boule de Neige, or Snowball

There are many variations of this system, which is simply a question of constantly increasing the stakes when winning and decreasing or recommencing with 1 unit after loss. Thus a number of successive wins could result in a substantial profit. The chief thing to bear in mind is to stop playing after a good win has been obtained before the bank in turn succeeds in winning back the money thus gained.

Tiers et Tout

This consists of playing a third of one's capital on the first coup ; should this lose, then the remaining two-thirds are played. Two successive losses thus finishes the play on that particular occasion. In case of a win, one continues to stake a third of the capital, and so on. The chief point to remember is to be content with a reasonable amount.

Avant Dernier

This means playing for a repetition of the last coup but one, staking generally on the Martingale progression. This wins on anything but a "coup de deux," that is, two red, two black, two red, two black, &c.

Another very sound method of playing is to follow the even chance which has just turned up. After the first loss play two red, one black, one red, two blacks, &c., or apply the same principle to whichever even chance one chooses to play. The staking must naturally be on the Martingale principle.

Systems on Dozens or Columns

Here, should only one dozen or column be taken, several successive losses means that the maximum is reached very quickly. Alternatively, should two columns or dozens be played, successive losses necessitate a very heavy progression to recuperate. Also,

by playing two dozens together, for example, 1st and 2nd, it is exactly the same as playing Manque with 3 units and 1 on the 19-24 transversal, excepting that when zero turns up the whole stake is not lost completely as in the case of playing on the two dozens. Generally speaking play on the dozens or columns is not to be recommended.

Systems on Numbers

Of the numerous systems on numbers, it is only proposed to deal with three or four of the most useful. It is essential to start with the table.

Write down a list of the numbers, and as each one turns up place a mark against it. When there are, say, twelve numbers which have not turned up commence to play them, and be satisfied when three at the most have given a winning amount. It is fatal to pursue the remaining numbers, as on several occasions it has been noticed that as many as 150 coups and even more have

passed without a single *particular* number appearing.

The reverse may also be played with success. Wait until a number has turned up three times, then commence to play it. It will often be found that three or four numbers turn up more frequently than the others, in a short period of a few minutes, and consequently, by paying careful attention to these numbers a winning advantage may be obtained. Here again, it is unwise to attempt to gain too much.

Can the Spinner Control the Ball?

Much time has been spent in discussing whether the croupiers have any control over the wheel, but one thing is very evident. When the ball changes hands, after 45 minutes or an hour, as the case may be, it will be noticed quite frequently that a different series of numbers are more particularly in evidence, or that a particular croupier, more often than not, throws the

ball into one particular section of the wheel. One must necessarily be very quick at observing these peculiarities in order to take advantage of them. Occasionally the croupiers will give "voisins" or neighbours, at other times the ball will constantly go into different parts of the wheel. After playing on any of these numbers one must cultivate patience, a thorough knowledge of the game, and to be able to pick out at once any extraordinary things which may be evident. It is also perfectly obvious that these peculiarities are merely temporary, and will not continue indefinitely; therefore, after two or three successive wins it is the wisest policy to be content. In any play on numbers always use a uniform stake, only increasing after a win.

Wells's System

This system is based on the D'Alembert method of staking, but with this difference: It commences with a stake of 10 units instead

of 1, and if the stake decreases to nothing or increases to 20, the game comes to an end. Staking 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 on successive wins would produce a total win of 55 points. If a player was lucky enough to strike the first three winning coups, it is easily seen that with alternate wins and losses before descending the scale to the last bit, he would win considerably more than 55 points, because every time there was a loss succeeded by a win it results in a gain of an extra point. The other side of this pretty picture shows that while you may win 55 units on ten consecutive wins you stand to lose, $10+11+12+13+14+15+16+17+18+19+20=165$.

It certainly is not a scheme to be recommended to the person with limited means. The great joke about it is the discoverer, Wells, played it *with other people's money*. Verb. sap.!

Anti-Labby and The Beresford

Superstition plays a peculiar part in human affairs. What's in a name? A rose by any other name would smell just as sweet.

Can it be that Labby's name conjures up a sort of hero worship among students of Roulette? It has been proved over and over again that Labouchere's system is a will o' the wisp, and a very costly enterprise to embark on at times. It is alluring to the novice, but it certainly is not scientific. Still people go on playing it. One development has been to make the Bank play a Labouchere against you. This Anti-Marche gradually develops into work for nothing. For those who wish to amuse themselves here is the plan of attack:

Commence by writing nine 1's. Combine the first and last 1, thus making a total of 2. Play Labby as explained (see page 80), adding top and bottom figures. Add all wins to the bottom of the score and cross out all losses. Starting with an initial bet of 2 units, if a win takes place the next bet would be 3, and if won again the next would be 4. After a win of 9 units the performance starts again.

The seductive part of this scheme is the advantage one hopes to secure by reason of the fact that, while it is possible to win 9 units in 3 coups, it takes the Bank 5 coups to win 9 units from you.

This inverse play is of Chinese origin, but it is a pure fallacy. Optimism is the only good point about players who attempt Anti-Marches. The much-boomed Beresford System falls within the same category. Monte Carlo will go on welcoming them with open arms.

CHAPTER VIII

EXPERIENTIA DOCET

EQUALLY IMPORTANT AS HAVING A GOOD SYSTEM IS TO KNOW WHEN TO PLAY

THE following idea is suggested for players who have had some slight experience of the game:—

Play on even chances for experienced players.

Divide up the play into coups of three. It is evident that three of the even chances must dominate the remaining three by at least 2 to 1. In addition to marking the spins, keep two separate tables, each of six columns, Rouge, Noir, Pair, Impair, Passe and Manque. In the first table mark how each series of three coups begins. Thus 7 would be marked by dots under Rouge, Impair and Manque. 24 under Noir, Pair

and Passe, &c. In the second table mark under each heading the number of times each even chance occurs during the three coups. By using these two tables as a guide, the intelligent player has a reasonably accurate indication of which even chance to select. Play on a progression of 1, 3, 7 units, never attempting to obtain more than one win out of the three, but to wait for another favourable opportunity to recommence. Should zero turn up, "partager" with the Bank, and play as if the coup had been lost. When playing in substantial units—anything of 1 louis or over—insure the third stake by a proportionate bet on zero.

Useful points to remember

A common mistake is in not having sufficient change immediately handy, and thereby losing a chance which may occur. The croupiers are frequently very occupied, and the player who neglects to provide

himself with sufficient change in advance may have to watch his opportunity slip by. Experienced players who speak French fluently can safely throw a 1000 franc note on the table, and request only a five franc piece to go on any particular part of the table, but the novice may get confused and find in his excitement that the croupier has put the whole of his money on the bet, and it is then too late to rectify the mistake.

The average player finds it much easier to increase his stakes when losing, but very few increase their stakes when winning. A high proportion of the Bank's profit arises from this fact. The player increases until he reaches the maximum, and is then obliged to continue playing either in maximums in the vain endeavour to recoup his losses, or in any case to come away a heavy loser. Now, suppose he adopts the opposite method, using a uniform stake and leaving his winnings to accumulate. The Bank, there-

fore, does the increasing with its own money, and the player is in the happy position of seeing his winnings increase—should he be fortunate enough to have several successive wins—without using any of his own capital.

Another very important point to consider is the fact that 3 or 5 per cent. per day for a gambler is quite a small percentage, but when one calculates the enormous yearly percentage this would amount to, it will be seen that the profit realised is far more than that gained by the average man. During the course of a day's play there is almost inevitably some moment when the player is winning; therefore, by fixing a sliding scale whereby one puts aside, say, 20 per cent. of the winnings on any particular coup and continues playing with the remainder, it is always possible to leave off winning. Should one commence to lose from the beginning it is a very wise policy to stop playing completely after losing a

definite fixed sum, and to play no further on that particular day.

A Hard Lesson to Learn

One of the chief reasons that so many people lose is the fact that the human element cannot compete against the machine ; therefore, to obviate as far as possible the human element we would suggest a novel scheme of training. Take, for instance, 20 francs, watch the play at one table, and mentally consider what you would play. Watch the chance upon which you would have staked, and continue to do this for several coups at two or three tables without playing. This sounds very simple to do, but if it can be faithfully carried out for a week, a very valuable lesson in self-control will have been learnt.

In conclusion, it might be as well to add a few remarks to the present edition of the Sealed Book, dealing with a few remarks one hears from disappointed players. The

unlucky loser is always ready to make wild statements, and advance theories that have not an atom of truth. A constant remark one hears is that the croupier is sufficiently skilful to throw the ball in any set part of the wheel when he so desires. This is sheer nonsense, because if he could do so he would gather his own friends around him to come and raid the tables whenever he was in charge of the wheel. The ball in its circuit around the wheel, which is travelling always in the opposite direction, must strike the diamond-shaped obstacles and jump off the plane of the wheel before it rolls into any of the numbered slots. The fact that when a portion of the table is literally plastered with money "en plein," "chevaux," "carrées," and transversals such as 28 and 29 and around and only very small stakes spread over the rest of the table, and not a single piece on the 1, 2 and 4, one of these premier numbers turns up, it may look odd, but it is nothing more than the work-

ing of Fate. One is always apt to notice occurrences of this sort. When the Bank gets a "skinner," no notice or excitement is caused. It is purely the angle of view that the successful or losing player takes. Another absurd story arises from the fact that the underneath portion of the table is boarded in, but no mechanical contrivance underneath could possible interfere with the gravitation of the ball when spinning. (Suggestions of wireless and other electrical devices for crooked play may also be dismissed.) And, furthermore, there is no reason why anything but straight play should be countenanced, because the Casino absolutely relies on the consistent average which insures them, safely and surely, earning their $1\frac{1}{2}$ per cent. attributable to the operation of zero.

Follow your own plans, whatever they may be, and take no heed of voluntary advice given you by strangers at the tables. Remember that any system is better than

none ; but those gifted with intuition should always use it with reason and discretion.

Sensible Bets for Experienced Players

A great deal will always depend on when to break in, and experience alone can guide the player by watching what numbers are turning up. Seizing what he deems a reasonable opportunity, he makes the grand attack. We will give three illustrations of what may be seen on any table at any hour of the day. We will take a premier number (5), one in the middle (17) and one in the last six (32). With a reasonable capital the player can afford to run 3 coups in stakes of louis (20 francs). Taking the first example, he hands the croupier 16 louis and announces le cinq, chevaux, quatre premiers. Also cinq louis passe and cinq louis rouge. He thus covers 0, 1, 2, 3, 4, 5, 6 and 8, with a probable double saving bet on red and passe. A reference to the chart will indicate how much he stands to win or lose.

Operating on the 17 he would take it chevaux and back the passe for a save.

On the 32 he would take it chevaux, but back manque to insure his stake while rouge also should be backed to equalise the risk. Should he get his number en plein, an increased stake is justified.

Perhaps this final word may be a boon and blessing to many. Consider every stake you make as soon as placed on the table irretrievably lost. If you win, put the amount of your stake in one of your pockets, with the firm resolve never to touch it in any circumstances until you have finished play for the day. You will be surprised when you count up your little nest egg.

CHAPTER IX

CHANCE—A FEW REMARKS ON WHAT CAN HAPPEN

REMARKABLE COUPS OF ZEROS

WE have endeavoured to show that to earn money at Roulette is really hard work requiring skill, judgment and patience. Although no system can ever be absolutely infallible for winning at Monte Carlo, there can be no doubt that any player has a far better opportunity of making money by systematic operations than the one who plays by intuition or pure chance. Many persons persist in the argument that whatever one does the result must always depend on chance. The word chance is a very elastic term when applied to Roulette. Let us for a moment digress to deal with a common remark made by the hyper-critical.

Assuming number nine turns up in the wheel, some will say what is to prevent it turning up again the second and third time, although the chances apparently are very great against a number repeating itself three times in succession? Then if it does occur—which it does sometimes—it may repeat itself four or five times. Granted, for the records prove it. Well, if this fact is conceded, the critic becomes emboldened, and logically claims if it occurs five times why not ten, and if ten why not twenty?

Here we call a halt. Facts, not theory, come to our assistance to meet this argument. The answer is that Monte Carlo has been in existence half a century and never has a single number repeated itself over six times. This is dealing with the past, but anything *might* happen in the future. But supposing a number did repeat itself ten times, what would happen? For a certainty the table would be shut down and the wheel removed for examina-

tion to discover the flaw. In other words, it would not be allowed to happen, for by the eighth spin something radically wrong would be suspected and play would cease. When it is remembered that no even chance such as Noir or Rouge has ever been known to run twenty times in succession, the absurdity of a 35 to 1 chance coming up a dozen times in actual play must be obvious to anyone. Nothing is gained by speculating on the theory of what *might* happen. It simply doesn't. One must be guided by what has been happening at the tables during the last fifty years, and these records demonstrably prove, without the shadow of a doubt, that the laws of average are well sustained. All calculations based on probability will over-ride possibilities. In Euclidian terms Q.E.D.

However, there are pros and cons to all arguments, and lest the reader should imagine he has struck a Golconda, we must bring him back to earth at once by saying

that little miracles do happen at Monte Carlo. The toll exacted by Zero is the chief worry of most players, and no system that ignores it or fails to make adequate provision for its appearance can be considered impregnable. Quite recently we came across a very interesting batch of Zeros, and the figures are set forth in correct order so that the reader shall see the worst side of the picture and set him to furiously think. One can hardly imagine this sort of thing happening, but the record is authentic, and few systems could stand up against it :—

2	21
3	0
16	0
0	10
0	8
1	0
0	10
30	16
24	

The story goes that Rothschild once said to M. Blanc: "Take off your maximum and I will play against you as long as you like." Rothschild, like every other practical Roulette player, knew that the average of all the chances on the board restored themselves at periods of the game. The Casino fixed their maximum to prevent doubling-up systems. Starting with a five franc initial bet, it only takes 11 coups to reach the limit of 6,000 francs. And all this capital to make one unit of five francs! Here is the progression to save you the trouble of figuring it out: 5 + 10 + 20 + 40 + 80 + 160 + 320 + 640 + 1,280 + 2,560 + 5,120 + 10,240. The doubling-up game to retrieve losses is foolish at the best of times. What invariably happens is you run out of capital while the table is against you, and as soon as you stop abnormal winning coups invariably follow in order to assert the average.

CHAPTER X

THE CHASER SYSTEM

FOR the experienced player we will now proceed to give a few methods of staking which are not generally known and certainly not published in any of the popular treatises on the subject.

One of the simplest methods ever devised and free from all confusion is the one devised by the author, and will in future be known as "The Chaser."

Probability has been defined by Bertrand, one of the greatest of recent writers on the subject, thus: "The probability of an event is the ratio of the number of favourable cases to the total number of possible cases. One condition is to be understood. All cases ought to be equally possible. A definition without this restriction would have no meaning."

The System as it works in actual practice

The main object in this system is the reasonable prospect of defeating the Zero, which, as all players know, is the one advantage the Bank has over a consistent player. That a number will repeat itself is known to be a very frequent occurrence, and many gamblers play for a repetition, but for it to appear three times consecutively, although not a rare occurrence, is still, in sporting parlance, "long odds." Equally so is the chance that three different numbers within any group of six will turn up consecutively. Consequently, if the table is divided into six transversals, that is, distinctive sets of sixes from the "six premiers" to the "six derniers," it is enormous "odds on," according to the laws of average —although it certainly is not a positive guarantee—that under the following conditions a unit of 1 can be made every time the system is played. The first condition, therefore, is to wait until three numbers

have appeared consecutively in the 1 to 6, 7 to 12, 13 to 18, 19 to 24, 25 to 30, and 31 to 36, and then place a single stake on each of the other transversals, but, instead of making five separate stakes, the plan is only to put two separate stakes, on the proper transversals, and three pieces on either Passe or Manque.

As an illustration, we will assume the player has just witnessed the following numbers to turn up—32, 35 and 36. He will then place one stake on the 25-30, one on the 19-24, and three pieces on Manque, thus covering the whole of the board with the exception of the last six numbers. In the event of any number up to 30 winning, he wins one unit. However, if Zero turns up, the three on Manque, being impounded, has another chance, and since the three preceding numbers were all Passe, the chances are that he will recover his three pieces. The operation is continued, leaving out the particular sixaine on which the player wins,

and transferring his stake automatically on Passe or Manque. For those who are content to play only once or twice a day, and are prepared to play in plaques, that is, 100-franc pieces, it is advisable on each occasion to insure against Zero by staking a louis on it. Should Zero then turn up, he draws 700 francs, against the 500 he has risked, with the further prospect of recovering the 300 francs either on Passe or Manque.

If the unit is one-mille note (1,000 francs), the stake on Zero should be the maximum, 180 francs. To illustrate the play, turn to the permanence on page 176. The table commences with number 3, followed by 14. Then appears three numbers in the group 25 to 30. Having noted the 26, 27 and 28, the first bet to be made is one unit on the 19-24, one unit on the 31-36, and three units on Manque. The result is seen to be number 20, which is covered by the 19-24 bet. Result, win 5 and lose 1 on 31-36 and 3 on Manque —net gain 1.

The next bet to be made is after the appearance of 5-6-6. This occurs after the thirty-sixth coup—after an interval of about half-an-hour. The new stake is one on the 7-12; one on the 13-18; and three on Passe. The result is number 36—net gain of 1 unit.

The opportunity to make a bet usually comes within the first hour. It may come in the first few minutes, and sometimes not for a few hours. While you are not playing you are not losing, and the whole idea is to patiently wait for the chance to play the single coup. On reference to the Billiken Chart on page 138 it will be seen that at 10.24 a.m. the number 16 came up, followed by 15 and 14. These three numbers are in the *treize-dixhuit*—that is, the 13 to 18 transversal—consequently you are ready to stake, one unit on the six-premiers (1 to 6), one unit on the sept-a-douze (7 to 12), and three units on *passe* (19 to 36).

The next number to come up is 20—a passe number. You therefore win 3 pieces and lose 2, showing a profit of one unit.

The remainder of the Permanence can be gone through at the reader's leisure.

On reference to Chart D, pages 176 to 180, the reader will find the coups bracketed. It will be seen that there were 11 winning coups on the day. The only losing one (see page 179) was the 36, 34, 31, followed by the 36, but it occurred after a change of croupiers. For those not familiar with permanences it may be pointed out that a line across the column of figures denotes a change of croupier.

CHAPTER XI

ROULETTE TESTS AT HOME

WISDOM in a nutshell. In a few pithy sentences we will describe the mystery that baffles thousands of persons annually. In all branches of science there are professional teachers, but nowhere will you find a club, institute or teacher to give you lessons on Roulette. The game has been analysed by brilliant men of all nationalities, but, beyond books treating the subject adversely, there is no teacher, consequently the student has to prospect in the diamond field alone. Beginning at home, the novice invariably tests the theories he has evolved by spinning a cheap Roulette wheel, and accepting the numbers that turn up as a true indication of the laws of average. This is where the majority of people first go

astray. No wheel, except those scientifically and accurately made, similar to those in use at the Monte Carlo Casino, are reliable. The latter are the perfection of human skill, and compared with all others are as a Rolls-Royce to a Ford. The popular Roulette wheels on sale are excellent for general amusement and gambling purposes, but the man who wants to experiment and play the game to win scientifically has an alternative by purchasing the weekly journal known as the "Revue de Monte Carlo," which gives him the actual figures that have come out at one of the tables at Monte Carlo, and are therefore reliable. On examining any of these pages, he will be astonished to note the wonderful consistency of how all the numbers equalise themselves almost to a fraction over a week's play. The point we wish to emphasise is that the Casino absolutely relies on their precise instruments giving a true average, whereby they positively ensure securing for themselves a

steady 1½ per cent. on all money staked, attributable to the operation of Zero.

Olla Podrida

The question has often been asked, why are the tables boarded in underneath? The answer is perfectly simple. It prevents a person getting underneath and interfering with the mechanism, for on one occasion a person secreted himself overnight and took advantage of it the following day; but the main reason is that people are constantly dropping their pieces off the table and they roll underneath, but now, whenever this happens, the croupier tinkles the bell and an attendant promptly recovers the coin and hands it to the owner. There is no mysterious electrical connection from the tables to subterranean cellars controlling the ball when maximum stakes are placed on the main section of the table.

No price is too high for a book which will put money into your pocket day by day.

The tables commence play each morning at 10 a.m. and continue without intermission until midnight, but a few minutes before the witching hour is reached, the announcement "au trois derniers" is made at each table, thus announcing to the players that only three more coups will be given.

It may be of interest to learn that the number of annual visitors to Monte Carlo has increased from 150,000 in 1872 to 1,600,000 in 1917; and the latter figure is likely to be increased with each successive year after 1923.

It has often been said, and undoubtedly with a great semblance of truth, there is not a spot on the earth more nearly approaching Paradise than Monte Carlo.

An interesting fact to the student of Roulette is that there is one number of the table—2—which, if fully staked on, the Bank may be called on to pay a larger amount than on any other of the 36 numbers.

Cut all losses when you are mentally

fatigued and you realise a run against you, but, on the other hand, seize the opportunity to play up when you are in a winning vein, no matter from what cause, either from your own particular system or when luck goes with you. The benefit of the latter part of this advice, using reasonable precaution, will demonstrate itself if the player will only take to heart the lesson set forth in the system of winning set forth on page 61.

Memorise the Wheel

If you desire to become a scientific player, and by this we mean when your mind has become active enough to grasp the numbers without a moment's hesitation, various coincidences will arise, and instinctive knowledge as to whether the number is red or black, and also to memorise the order of the numbers as they are arranged round the wheel. Make a note of this, that all the black numbers on the wheel from 15 to 24

are manque, and on the other side they are passe.

Another point to remember is that the dividing of the wheel into two parts, beween the 26 and 0 at the top and 10 and 5 on the bottom, all the red numbers on the right are passe, and all the red numbers on the left are manque.

The chart or table of figures known as "Voisins" or neighbours, or adjoining numbers, shows at a glance the figures each side of any number that turns up, so that if the croupier is spinning with any degree of regularity, he is likely to throw a number within three either side of the previous throw, and many successful players follow this with pertinacity.

Studying the table as distinct from the wheel, it will be observed that in the transversals two sets of black are coupled together, namely, 10 and 11, and 28 and 29.

No matter how long a run there has been of any even chance, the fact remains that

it is still an even chance whether it will continue or not. A single number has repeated itself five times, and although it was only a 37 to 1 chance, or 35, if we take the rate of payment, the mathematical odds on the last throw was nearly 20 millions to 1.

On the racecourse one has the advantage of tips more or less reliable, book of form, an indication from the betting in Tattersalls, trainers', jockeys' and owners' advice, coupled with ones own long years' experience of the game, and still there is always a question of chance, so that if one has knowledge in the art of spotting winners on the turf, and has to make a study of all round conditions, why should an individual imagine he can battle with the roulette machine unless he has given the subject a similar amount of study and consideration? There are many books which, after wading carefully through, tell one nothing, although some go so far as to prove, according to the

authors, that it is impossible to win at roulette, yet the fact remains, and is easily demonstrated, that quite a number of people earn a constant daily living at the tables simply and solely because they are content to make three per cent. per day on their capital, or about the same as the Bank itself does. The advantage they secure is attributable to one fact and one fact only, and that is the player can play as and when he likes, but the Bank must always play against him.

Systems based on averages must also be subject to the test of average. It is in the natural order of things to have one bad day occasionally. All sound systems make due provision for one day a week, or even a month, when, although things do not go exactly wrong, they are exasperatingly equipoised, and risks are apt to be taken to force the pace. Faith in your system must never waver. If your car is not running smoothly you would not dream of interchanging the

mechanical parts with that of another. The human equation is what beats most players. For the time being your mind must be as mechanical as the Roulette wheel itself.

There are days when the best of systems get nasty knocks just as your kind friends predicted. Some players can sense these days. It may seem uncanny, and though people may scoff and laugh, there is a something at times which tells us to stop. It may be a reflex action of the brain, but, whenever and however it arises, leave play alone as soon as you feel that things will *not* go right. There is no need for alarm, for we get our good days as well as the bad.

Health and vigour is the best asset to any system player—the individual who is regarding the business as a purely banking proposition and working hard to earn a reasonable 5 per cent. per day on his capital.

The trouble to most players is the obsession that takes hold of one when the brain becomes overtaxed, and the scenes at the

tables are enacted over and over again during sleep. When this sort of thing occurs it is time to leave the locality and all associations with gambling. A simple and easy cure will, if necessary, be found in a few days' relaxation in any quiet village among the mountain air. A couple of days at La Turbie, Piera Cava or Sospel will invigorate the mind and body; and one can get back to Monte within a few hours whenever one wishes to do so. Only those who have combined Monte with the mountains understand and appreciate what the foregoing advice means.

CHAPTER XII

WHAT THE WORLD SAYS

OCCASIONAL ARTICLES WHICH APPEAR IN THE PRESS

"Making a Living at Roulette," by "One Who Does So"

UNDER this alluring title a very interesting article was published in the London "Daily Express" of January 26th, 1923. The system explained by the contributor consisted of watching for "every run of six reds or blacks, and then play ten francs against it turning up a seventh time. If lose, wait for the next similar opportunity and slightly increase stake. The seventh coup is only played, and that series then left alone."

The writer admits that it is an entirely soulless business, and that it involves play-

ing six hours each day. This is all very pretty, but habitués of Monte Carlo know full well that such a period of play is beyond human endurance. Quite apart from temporary distraction and the necessary long waits for these fairly infrequent occurrences (as is easily demonstrated by a glance at any of the published permanences), there is no reason why the run of colour should break after the sixth more than the seventh or eighth. To select the seventh coup for play must surely be an arbitrary selection. However, if one is basing the calculation on Newton's binomial theory, the mathematical chances of a break in a sequence of the even chances after the sixth throw is sixty-four to one, and after the seventh coup is one hundred and twenty-eight, and so on.

Another writer in a London evening newspaper quite recently states: "I have played Roulette for twenty years, and maintain that it is not only possible to win on a system, but also impossible

to lose, providing one is content with a daily win of 5 per cent. of one's capital.

Only three things are necessary: Capital, pluck, and stakes regulated to the maximum stake allowed. My experience has shown me that the minimum capital is not five pounds, but five hundred. There is no question of breaking banks, but there is an absolute certainty of winning good daily sums."

The gist of this writer's remarks is simply that one must have a reasonable bank, and be content with a small percentage of profit.

Monsieur Blanc always admitted that those who worked on systems and calculations might be dangerous to the bank, but fortunately for the Casino they usually arrived at a certain point when their system yielded to phantasy, and it was then that players usually restored to the bank all that systems and combinations made them win. What he feared most was the quick player who chose his own moment to break

out of play, and could resist the temptation to keep on until the wheel ran in his favour. Napoleon was certainly right when he said "Le calcul battra le jeu" (calculation will at last be victorious), but he omitted to add that the human element had to be taken into consideration.

The average time between each spin of the wheel is about one minute.

A very interesting article appeared in the *Daily Mail* last January in which the ubiquitous John Blunt dealt most amiably with life at Monte Carlo. The writer evidently has gathered first-hand information and probably knows the Condamine as well as the Strand. Many journalists try to be clever in having a "cut" at anything that happens to come along, so it is quite refreshing to read John Blunt's honest and independent views which are worthy of reproduction to everyone who thinks of going to Monte Carlo at some time or other. Here are extracts from the article :—

"But, so long as man exists gambling will have a fascination for him. Some people think that is a deplorable trait in human nature; but then human nature and perfection are not, and presumably never will be, the same.

"In moderation, gambling at Monte Carlo, however morally reprehensible in the eyes of some, does no particular harm and causes a good deal of amusement.

"I by no means advocate gambling, which at its most harmless, is apt to be an expensive form of pleasure, but I know so many people who go to Monte Carlo and who do not ruin themselves, but actually enjoy themselves, that I cannot take quite seriously the denunciations of it which I have sometimes heard and read.

"Fix on a definite sum that you are prepared and can afford to lose, and do not go beyond it on any consideration. No harm will then come to you, if you have ordinary strength of will."

CHAPTER XIII

A CHANGE OF VENUE

Rochers Rouge

THE visitor to Monte Carlo, playing just for the fun of the thing occasionally desires to break the monotony and see a little of the lovely surrounding country, but the obsession of the tables keeps him from wandering too far away. He feels he cannot tear himself away for even half a day from the sound of *Rien ne va plus*. It will be pleasing information to many of those spending only a week or so at Monte to know that a delightful little afternoon's play at Roulette can be had at Rochers Rouge.

The Riviera provides all things for all people, and Mentone has a quiet charm of its own. At the far end of Mentone is

the Boulevard de Garavan, and a hundred yards further on is the frontier of Italy, where you will always hear a mandolinist singing "La donna é mobile," or other amusing ditties as travellers pull up at the roadside Customs barrier. Just below this hill-pass is Rochers Rouge, a tiny strip of sea front, where will be found the little Italian Casino. The gorge and the sea makes this little strip of land a *cul de sac*, so that no passport is needed to visit the Rochers Rouge Casino, which is but a few yards at the end of Garavan. Tramcars run every half an hour from Monte Carlo to the very edge of Rochers Rouge. Teas are served under rustic bowers close to the tideless shore, and the place is a delightful sylvan retreat after the glamour of gilded Monaco. Words can scarcely convey what a beautiful place is Garavan. At the foot is the dreamy sapphire sea; up the hill brilliant colouring of roses, pansies, pepper trees and palms. Strewn about are cactus plants with strange leaves, magenta

hued flowers fall in cascades over the walls, and palms grace the entire hill side.

A few yards beyond the Casino will be found quite an interesting small historical museum, while at the end of this miniature peninsula one can obtain a magnificent view of the towering Italian Alps. Whether you succeed in taking away a few *liras* from the little Casino or not, one thing you will take away, and that is the memory of a delightful day spent in romantic and idyllic surroundings.

Bordighera and Ospedaletti

It is strange how few know that a lovely automobile trip can be taken free of all cost from Monte Carlo to Bordighera, and as far as Ospedaletti. At midday you can find at Beausoleil, the French quarter of Monte Carlo, near the Turbie Railway Station, a number of private autocars to run you over to the Casino Municipale di Bordighera or the Casino di Ospedaletti Ligure,

and bring you back in time for 8 o'clock dinner in Monaco. The delightful drive of 30 miles each way is offered gratis in the hopes that the visitors will patronise the tables at the Casino. There is no compulsion to play, but no sportsman would accept the joy ride unless he intended to try his luck at the Italian Casinos.

These swift-driven cars, after passing through Mentone-Garavan, climb the hill to the frontier at Baoussé Roussé (red rock), and then wind through the old town of Ventimiglia—the International station—and on to Bordighera, where it will be noticed the clocks are advanced 55 minutes over Paris time. The journey then follows the coast line till we reach Ospedaletti, and is full of interest the whole way. As a contrast to the squalid streets passed en route through the poorer quarters of Bordighera, it comes as a surprise to find the gardens of Ospedaletti so tastefully and ornamentally laid out. In fact, in a way, for verdant green,

even Monte itself cannot outrival it. The Casino is well conducted, and altogether it has a homelike air about it that will appeal to paterfamilias. One little item may be mentioned. The visitor can change his francs into liras for play, and re-convert them before he leaves, without any loss on the rate of exchange. You are not caught both ways here by changing a twenty or a hundred franc note. Refreshments are cheap, and the officials obligingly see you are told in time to reach your car in the grounds to get back to Monté in time for dinner.

CHAPTER XIV

CLOCKING THE WHEEL

AN ORIGINAL FEATURE DEVISED BY "BILLIKEN."

THE day may come when the time of the wheel will be officially recorded in the same manner as the "off" at race meetings. Then it will be possible to make bets at home and await the results from Monte Carlo. As an indication of the enormous potentiality in the idea, a sample chart is here given, using actual figures from a day's play. The Casino opens at 10 a.m. and play continues till midnight, without cessation for 14 hours. The average time of the spins, spread over a day, is a trifle over a minute, roughly, about 50 per hour. Therefore, a calculation on this basis would produce 700 spins for the day. By allocating 50 spins for every hour, but giving each a full

minute and leaving the final 10 minutes of each hour as a blank, a time chart can be arranged in the following suggested manner.

The accompanying charts give a complete record of one day's actual play, and for convenience sake are divided into sessions for the morning, afternoon and evening's play on separate pages.

The total number of coups on this particular occasion amount to 703, or just over 50 per hour. Everyone knows that the total number of spins vary from day to day, but the present example illustrates a fair average.

Permanences or authentic records of play form a Reference Guide, and are consulted over and over again by the student of Roulette to check and counter check all manner of systems, but to retrace any particular sequence or occurrence, unless specifically marked at the moment, becomes a great tax on the memory. To pick out a special block of figures from a tabulated list, without a side index, is somewhat like referring to a

railway time-table without the names of the stations set against the times. By the aid of this entirely new chart, you can spot your place at any time of the day, and, consequently save a great deal of time when hunting up your coups.

In order to establish a reasonably accurate time factor, an approximate forecast has been devised on a definite basis of 50 coups per hour. Omitting the matter of seconds, in effect it means one spin of the wheel every minute. To restore a sort of balance, if we record the numbers for the first 50 minutes *after the start of each hour*, and imagine a lull or no play for the last 10 minutes in each hour, the theoretical timing can be reduced to a plan as shown in these charts. The coups are presumed to go on regularly until 50 minutes past each hour, and recommence one minute past the next hour, thus making a clear lapse of 10 minutes.

Every player at Monte Carlo has his favourite hour to visit the Casino. The

enthusiast and certain systemites will be found in the queue in the Atrium waiting for the doors to open at 10 a.m. ; others will stroll in after lunch, while the majority will put in their appearance after dinner. The climax of all takes place when the croupiers cry, a few minutes before midnight, "Messieurs, au trois derniers." The last three coups are indicated in the chart timed as 11.58, 11.59 and 12.0 The blank space in the end column illustrates the usual breathing space before the final flutter of the evening.

Billiken's Time Chart

MORNING SESSION. 10 a.m. to 1.30 p.m.

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
10a.m.	—	10 30	**36**	11 a.m.	—	11 30	**22**	12 0	—	12 30	**28**	1 p.m.	—
1	**28**	31	**27**	1	**30**	31	**32**	1	**25**	31	**33**	1	**1**
2	**25**	32	**7**	2	**34**	32	**3**	2	**31**	32	**31**	2	**22**
3	**36**	33	**10**	3	**18**	33	**29**	3	**30**	33	**36**	3	**36**
4	**28**	34	**23**	4	**25**	34	**10**	4	**14**	34	**O**	4	**4**
5	**16**	35	**17**	5	**21**	35	**33**	5	**15**	35	**8**	5	**21**
6	**36**	36	**15**	6	**7**	36	**1**	6	**18**	36	**5**	6	**15**
7	**25**	37	**24**	7	**15**	37	**23**	7	**30**	37	**20**	7	**32**
8	**28**	38	**2**	8	**4**	38	**35**	8	**26**	38	**4**	8	**3**
9	**23**	39	**30**	9	**12**	39	**9**	9	**25**	39	**12**	9	**9**
10	**1**	40	**2**	10	**5**	40	**2**	10	**8**	40	**25**	10	**15**
11	**8**	41	**30**	11	**20**	41	**3**	11	**7**	41	**10**	11	**10**
12	**36**	42	**22**	12	**13**	42	**27**	12	**34**	42	**1**	12	**22**

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
10 13	4	10 43	3	11 13	O	11 43	24	12 13	33	12 43	4	1 13	34
14	11	44	22	14	33	44	34	14	16	44	20	14	13
15	22	45	4	15	24	45	14	15	11	45	23	15	13
16	O	46	27	16	3	46	19	16	26	46	11	16	5
17	4	47	17	17	26	47	18	17	1	47	O	17	10
18	32	48	19	18	28	48	14	18	20	48	1	18	25
19	3	49	33	19	7	49	31	19	6	49	5	19	20
20	10	50	15	20	34	50	35	20	13	50	10	20	2
21	31	—	—	21	13	—	—	21	O	—	—	21	28
22	17	—	—	22	4	—	—	22	17	—	—	22	24
23	28	—	—	23	33	—	—	23	12	—	—	23	2
24	16	—	—	24	8	—	—	24	29	—	—	24	16
25	15	—	—	25	25	—	—	25	19	—	—	25	14
26	14	—	—	26	15	—	—	26	29	—	—	26	7
27	20	—	—	27	2	—	—	27	35	—	—	27	20
28	11	—	—	28	35	—	—	28	35	—	—	28	28
29	36	—	—	29	5	—	—	29	22	—	—	29	32

Billiken's Time Chart

AFTERNOON SESSION. 1.30 p.m. to 5 p.m.

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
1 30	10	2 0	—	2 30	35	3 0	—	3 30	13	4 0	—	4 30	23
31	18	1	5	31	33	1	1	31	22	1	7	31	35
32	29	2	19	32	34	2	13	32	15	2	17	32	36
33	17	3	15	33	15	3	36	33	24	3	27	33	29
34	20	4	33	34	30	4	35	34	6	4	14	34	19
35	11	5	7	35	6	5	27	35	29	5	11	35	7
36	1	6	16	36	2	6	29	36	28	6	11	36	33
37	26	7	36	37	20	7	36	37	20	7	24	37	36
38	15	8	8	38	1	8	25	38	31	8	32	38	5
39	O	9	4	39	31	9	1	39	34	9	29	39	17
40	7	10	10	40	24	10	25	40	24	10	2	40	19
41	22	11	1	41	8	11	33	41	36	11	3	41	14
42	18	12	32	42	24	12	29	42	16	12	17	42	21

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
1 43	**33**	2 13	**5**	2 43	**20**	3 13	**21**	3 43	**29**
44	**9**	14	**27**	44	**27**	14	**19**	44	**32**
45	**34**	15	**4**	45	**1**	15	**22**	45	**25**
46	**36**	16	**33**	46	**6**	16	**23**	46	**5**
47	**15**	17	**16**	47	**0**	17	**34**	47	**27**
48	**23**	18	**17**	48	**6**	18	**13**	48	**20**
49	**21**	19	**30**	49	**21**	19	**11**	49	**20**
50	**15**	20	**30**	50	**2**	20	**13**	50	**2**
—	—	21	**31**	—	—	21	**10**	—	—
—	—	22	**24**	—	—	22	**29**	—	—
—	—	**23**	**8**	—	—	23	**29**	—	—
—	—	24	**33**	—	—	24	**31**	—	—
—	—	25	**5**	—	—	25	**22**	—	—
—	—	26	**19**	—	—	26	**4**	—	—
—	—	27	**6**	—	—	27	**28**	—	—
—	—	28	**6**	—	—	28	**28**	—	—
—	—	29	**11**	—	—	29	**21**	—	—

Time.	Nos.	Time.	Nos.	Time.	Nos.
4 13	**30**	4 43	**18**		
14	**23**	44	**24**		
15	**20**	45	**23**		
16	**32**	46	**3**		
17	**8**	47	**15**		
18	**5**	48	**10**		
19	**32**	49	**2**		
20	**32**	50	**22**		
21	**29**	—	—		
22	**14**	—	—		
23	**8**	—	—		
24	**0**	—	—		
25	**21**	—	—		
26	**28**	—	—		
27	**26**	—	—		
28	**23**	—	—		
29	**23**	—	—		

Billiken's Time Chart

EARLY EVENING SESSION. 5 p.m. to 8.30 p.m.

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
5 0	—	5 30	**20**	6 0	—	6 30	**32**	7 0	—	7 30	**9**	8 0	—
1	**1**	31	**4**	1	**17**	31	**26**	1	**20**	31	**34**	1	**4**
2	**36**	32	**30**	2	**22**	32	**25**	2	**4**	32	**23**	2	**13**
3	**8**	33	**30**	3	**17**	33	**6**	3	**36**	33	**32**	3	**15**
4	**19**	34	**4**	4	**12**	34	**36**	4	**16**	34	**31**	4	**21**
5	**15**	35	**23**	5	**22**	35	**8**	5	**19**	35	**11**	5	**7**
6	**16**	36	**25**	6	**10**	36	**6**	6	**20**	36	**10**	6	**9**
7	**16**	37	**20**	7	**10**	37	**28**	7	**3**	37	**29**	7	**O**
8	**17**	38	**2**	8	**11**	38	**19**	8	**6**	38	**26**	8	**O**
9	**18**	39	**23**	9	**20**	39	**20**	9	**33**	39	**35**	9	**10**
10	**25**	40	**31**	10	**34**	40	**25**	10	**31**	40	**32**	10	**16**
11	**6**	41	**19**	11	**11**	41	**16**	11	**6**	41	**32**	11	**29**
12	**5**	42	**10**	12	**1**	42	**35**	12	**31**	42	**5**	12	**34**

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
5 13	30	5 43	21	6 13	17	6 43	32	7 13	2
14	32	44	20	14	12	44	19	14	27
15	34	45	36	15	17	45	22	15	35
16	27	46	27	16	19	46	19	16	19
17	12	47	30	17	32	47	34	17	29
18	14	48	33	18	0	48	9	18	35
19	27	49	4	19	12	49	31	19	26
20	30	50	13	20	2	50	16	20	5
21	14	—	—	21	32	—	—	21	26
22	13	—	—	22	25	—	—	22	31
23	8	—	—	23	19	—	—	23	31
24	12	—	—	24	33	—	—	24	25
25	8	—	—	25	6	—	—	25	22
26	17	—	—	26	29	—	—	26	14
27	10	—	—	27	34	—	—	27	8
28	4	—	—	28	14	—	—	28	26
29	20	—	—	29	21	—	—	29	35

Time.	Nos.	Time.	Nos.
7 43	19	8 13	19
44	33	14	1
45	22	15	14
46	25	16	24
47	22	17	5
48	28	18	2
49	35	19	23
50	24	20	2
—	—	21	10
—	—	22	19
—	—	23	17
—	—	24	7
—	—	25	35
—	—	26	7
—	—	27	26
—	—	28	13
—	—	29	19

Billiken's Time Chart

LATE EVENING SESSION. 8.30 p.m. to Midnight.

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
8 30	**5**	9 0	—	9 30	**28**	10 0	—	10 30	**19**	11 0	—	11 30	**35**
31	**24**	1	**36**	31	**1**	1	**16**	31	**13**	1	**17**	31	**7**
32	**28**	2	**33**	32	**24**	2	**21**	32	**27**	2	**32**	32	**10**
33	**5**	3	**27**	33	**21**	3	**25**	33	**7**	3	**O**	33	**20**
34	**26**	4	**1**	34	**11**	4	**5**	34	**7**	4	**8**	34	**20**
35	**15**	5	**24**	35	**5**	5	**4**	35	**18**	5	**30**	35	**9**
36	**36**	6	**8**	36	**29**	6	**9**	36	**O**	6	**12**	36	**26**
37	**2**	7	**34**	37	**11**	7	**19**	37	**32**	7	**4**	37	**21**
38	**30**	8	**24**	38	**36**	8	**27**	38	**30**	8	**33**	38	**4**
39	**13**	9	**6**	39	**16**	9	**15**	39	**25**	9	**22**	39	**10**
40	**11**	10	**15**	40	**24**	10	**6**	40	**31**	10	**33**	40	**7**
41	**35**	11	**2**	41	**35**	11	**21**	41	**O**	11	**18**	41	**14**
42	**33**	12	**9**	42	**13**	12	**35**	42	**16**	12	**3**	42	**4**

Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.	Time.	Nos.
8 43	18	9 13	25	9 43	27	10 13	24	10 43	36	11 13	33	11 43	19
44	17	14	19	44	31	14	2	44	26	14	15	44	20
45	29	15	2	45	24	15	5	45	O	15	16	45	16
46	26	16	35	46	24	16	20	46	3	16	6	46	30
47	10	17	36	47	11	17	25	47	18	17	35	47	O
48	32	18	23	48	33	18	28	48	33	18	4	48	32
49	34	19	12	49	3	19	5	49	16	19	27	49	20
50	36	20	3	50	36	20	27	50	9	20	17	50	28
—	—	21	16	—	—	21	13	—	—	21	34	—	—
—	—	22	36	—	—	22	26	—	—	22	15	—	—
—	—	23	32	—	—	23	34	—	—	23	22	—	—
—	—	24	25	—	—	24	17	—	—	24	17	—	—
—	—	25	12	—	—	25	23	—	—	25	22	—	—
—	—	26	5	—	—	26	32	—	—	26	6	—	—
—	—	27	34	—	—	27	19	—	—	27	17	57	O
—	—	28	17	—	—	28	3	—	—	28	23	58	20
—	—	29	23	—	—	29	7	—	—	29	24	59	25

CHAPTER XV

THE MUSKETEERS

A COMBINATION SYSTEM FOR THREE PLAYERS ON THE DOZENS

THE Author has devised a system to meet the wishes of parties who like to go to the tables and pool their resources in Syndicate form. Frequently friends are found inseparable, and what one does the others want to do likewise. An appropriate name, therefore, for joint operators on the Dozens is the Musketeers. Incidentally, a party of four friends would always have a spare man ready for emergencies to take one of the other's places.

The method employed is to back each of the dozens with a progressive stake on losses and reverting to the unit on a win. At first sight, the result would seem to be

certain to end in a *statu quo* after a very short period when the chances became equally balanced, to say nothing of the toll exacted by the Zero.

In actual practice the system at times produces some remarkably high wins and often within half an hour's play, which can hardly be called an arduous performance.

To illustrate the game, the players may be called A, B and C.

A will confine his attention to the first dozen.

B will confine his attention to the second dozen.

C will confine his attention to the third dozen.

Each of the players will stake 20 francs on their respective dozens for the first spin. The rate of progression is as follows: 20 francs, 20 francs, 20 francs, 40 francs, 60 francs, 80 francs, 120 francs, 200 francs.

It will be observed that the unit is the same for the first three bets and only com-

mences to increase with the fourth up to the eighth. Whenever a win takes place, the player at once reverts to his initial bet of 20 francs and plays the unit *de novo* before any progression, just as before. A score chart is here given utilising the same set of figures found in the permanence on page 167 of this book :—

Number.	First dozen.		Second dozen.		Third dozen.	
	Loss.	Gain.	Loss.	Gain.	Loss.	Gain.
3		40	20		20	
14	20			40	20	
26	20		20			40
27	20		20			40
28	40		20			40
20	60			80	20	
10		160	20		20	
8		40	20		20	
22	20			40	40	
5		40	20		60	
22	20			40	80	
O	20		20		120	
28	20		20			400
19	40			40	20	
36	60		20			40
O	80		20		20	
4		240	20		20	
Totals	420	520	240	240	460	560

The results show: A wins 100; B is exactly level, neither a winner nor a loser; C wins 100. This may seem very remarkable, but the figures are not juggled to suit the occasion; they are taken from actual play. As a matter of fact, out of 17 spins of the wheel, Zero turned up twice, causing a loss of 160 the first time and 120 the second time. Notwithstanding this dead loss of 280 when Zero scooped the pool, A, B and C made a net profit of 200.

It may seem phenomenal to some people that in playing *all* the dozens simultaneously, with the Zero against you (and it turned up twice), that in 17 coups it would be possible for two players to come out with the same winning total and the third to keep absolutely level. This system is not by any means infallible, as maximums defeat any extended mode of progression, yet it works admirably in actual practice. It is wise to cover the fifth stake, viz., 60 francs, in view of the preceding losses having by then

amounted to 100, by insuring 5 francs on Zero. The sixth bet should be insured for 5 francs, the seventh 10 francs, and the eighth 20 francs. If the Zero had been "protected" in the play above described, it would have shown a very handsome extra profit.

To play Roulette without a system (or, if you prefer, call it a method of staking) is like riding a horse without a bridle.

While one is testing a scheme on paper one has the courage to "carry on" whatever happens, but very few can plank down the *final* stake their system calls for—win or lose. The tendency is then to risk only a portion on the last bet. Fear overrides reason. Pluck is a desideratum if you follow "The Musketeers."

Do not stake until one of the players reaches his fourth stake, viz.: 40. Mental bets only are made till the first progression is due. This counteracts the zero early in the game.

CHAPTER XVI

INTROSPECTION

THE MENTALITY OF PLAYERS

THE concluding chapter of a book is not always the easiest to write, and when the subject is one of infinite variety the task is increasingly difficult. However, before we say "Rien ne va plus" it may not be inappropriate to give a few gentle reminders. There will be many who read through this book in a hurry and fail to grasp the importance of remarks scattered here and there. Crush the ore and you will find the gold. The oftener you read this book and the oftener you play with *real* money the more you will appreciate the advice herein given. As a practical guide, it does not

aim at literary excellence, and it is offered to the public in that sense alone. A genius of English prose once wrote: "Fluency is not expression," so in trite sentences an endeavour, as indicated in the Preface, has been made to enable the reader to write: *Veni, Vidi, Vici.*

There is a popular saying that "figures can be made to prove anything." Critics usually say that mathematicians have proved over and over again it is impossible to win at Roulette. This sweeping assertion is incorrect. The skilled mathematician invariably deals with theory, not practice, but when he develops the *—nth* sense, and differentiates between probability and possibility, he will discover that the player can defeat the operation of zero and secure a small but safe percentage of profit. To win scientifically at Roulette is hard work, but the majority of persons are avaricious and want to make a fortune in a day, and we all know what happens. The gambler's losses

prove nothing but foolishness. The steady player, like a good Bridge hand, controls himself and invariably wins.

The Mentality of Players

The actual mental state of players is a subject worthy of philosophical study around the gaming tables. It cannot too often be reiterated that the only road to success is complete self-control, in other words the dominating factor is absolute coolness. The main reason why persons who gamble heavily in maximums, i.e., bets of 6,000 francs, and seem to win in such an inordinate manner, may be attributed to their coolness of play. They await the result of the spin with calm indifference, their mind is not distracted with fear, and they can hazard on the next throw without mental disturbance. Nothing puts them off their game, or particular system; they have complete sang froid. Self reliance and confidence is a material asset. To waver when playing in high

stakes is fatal. Determination and pluck is called for at Roulette as in any other game. But above all coolness is the great desideratum. Why emphasise this coolness ? After one year's, two year's, five year's, ten year's experience at Monte Carlo, the truth will dawn on every player that coolness as well as capital is the golden key to success.

A Last Word about Systems and the Personal Equation

The old systems, such as the Labouchere, Wells, D'Alembert, &c., have been adequately described in the preceding chapters, and duly analysed. New systems are also set forth and explained, which will be subjected to investigation by thousands of readers. Whatever merit they may have will depend for their measure of success on how they are played. Take it as an incontrovertible fact that no system can be infallible, but in the light of what *does* happen, not what *might*, systems have been and will be devised

which can be regarded as well nigh impregnable.

It may seem bold to use such a word as impregnable, but surely it is justifiably employed when speaking of the Chaser System which, on past records, shows consistent profits. Coups of three similar Transversales appear on the average about once every hour, but to wait for a repetition of four would be too infrequent and tiresome, although such a plan would indeed produce an impregnable situation good enough to satisfy the world's finest mathematician.

Miracles do happen however—at Roulette anything may happen—but the likelihood of groups of figures appearing in successive coups to defeat this particular system seem most unlikely in the realm of practical play. The Chaser is a workable system, and it does not necessitate securing a seat in order to play. One can stroll about within ear shot of the winning numbers waiting for the psychological moment to hand the stakes to

the croupier. This little system—or rather method of staking—is not what you can call a "fortune getter," but it gives a preponderating chance to earn a good steady income with careful play when carried over a reasonable period. Sufficient capital must be employed to stand a series of initial losses, but in nothing like the same proportion as required by most other systems.

It is only by the application of the maximum that the Casino protects itself against the ravages of these almost insurable systems, but as a whole day's play—a physical impossibility—provides so few opportunities to stake, the Administration can well afford to pay the patient and painstaking plodder, who ordinarily would not play more than a few hours at a time.

It is also a well-known fact that many remarkable books, elaborated by studious Professors, expert mathematicians and keen observers and statisticians, have demonstrated excellent results theoretically,

while it is equally certain that a small proportion of the habituées of the Casino earn a constant daily living at the tables on the products of the information contained in these scientific works. Such players have the indispensable quality to judiciously employ a method constructed from the data, and are content to draw a rationa profit from the system they evolve.

Whatever your system, rule out all question of luck, for luck in gambling is not always dependent entirely on chance. There are, moreover, moral qualities to be observed, and while a good system will profit the cool-headed player it will have the reverse effect on an impulsive individual. Be always on your guard against nerves. Great men are gifted with the power of cool, collected judgment. Remember the wheel is ever a pitiless opponent. Relativity is the theory of two moving bodies. Make yourself the fixed star and shoot out your bets when it suits your purpose. The wheel

is always rotating. You can stop or go on, at your own sweet will. This is your one great advantage.

Never play to the gallery just because you are in a winning vein. Be devoid of all emotion. Nervousness paralyses all reflection, and renders the player incapable of the least discernment until he plays only with his nerves, and self-possession flies to the winds. He then commits stupid faults, becomes muddled, and we see two very different psychologies of the otherwise brilliant player, following whether he is losing or winning. The faculty of mastering your nerves, overcoming timidity, and regaining perfect assurance is just a matter of mental exercise. With an indomitable will, thoughts strengthen themselves, assurance increases, and the mind becomes flexible ready to seize a favourable opportunity without a moment's hesitation.

Our Felicitations.

Charms throughout the ages have been

used to propitiate good fortune, and the treasures recently unearthed at the Luxor shrine have revealed many quaint little emblems. Superstition will always play a part in the affairs of men, but the Roulette player, although welcoming any luck that comes his way, sets greater faith in his own skill. In the front of this book will be seen a little Billiken. He has been chosen as a mascot in the sense that he is a symbol for "things as they ought to be —not as they are." Self-reliance will propitiate good fortune. Au revoir. Billiken wishes you all you wish yourself.

Whatever the Goddess of Fate holds in store for the visitor to the Côte d'Azur, pleasant memories of Monte Carlo will remain, for none can forget the wondrous blue sky, the vine-clad hills, the vistas o'er mountain tops, and the glint of the turquoise-azure sea, pearling to a misty flush where it mingles with the violet-hued horizon.

An Appeal to Sportsmen and Sportswomen

There is a good old English saying, "Live and let live." You would not think of passing on your doctor's prescription, so equally it is fair for the author to ask you to keep the Sealed Book for your own personal use. If you consider the Sealed Book worth the money you have paid for it, you can conscientiously ask your friends to pay for it also. Please do not pass it round like a piece of music.

T. M. D.

Monte Carlo, 1924.

CHAPTER XVII

A NUMERICAL CHART (A) ILLUSTRATING ONE WEEK'S ENTIRE PLAY

THE figures on the next pages show at a glance the *totals* of the respective chances on each day for a whole week. These figures are taken from actual play, and in the appended list will be found one of the day's results showing the *individual numbers* as they appeared after each other in the wheel. For quick reference, to those wishing to test systems on the even chances, the same figures have been repeated in their respective columns —viz., Rouge and Noir ; Pair and Impair ; Passe and Manque. They illustrate the runs and intermittences on identical figures for the same day's play—an unique feature not to be found in any other publication on

Roulette. The analysis is continued, and pages 165, 166, indicate the same results as applied to the Transversales (11 to 1 chances), the Sixains (5 to 1 chances), Dozens (2 to 1 chances), Columns (2 to 1 chances), Noir or Rouge (even chances), Pair or Impair (even chances), and Passe or Manque (even chances).

Chart A analyses an entire week's play. Charts B C and D deal exclusively with one selected day's play.

Attention is drawn to the marvellous average sustained on one day's run of Passe and Manque—viz., 298 versus 297.

On page 169 it will be seen that number 21 repeated itself three times. There were 12 consecutive blacks early in the morning.

CHART A.

Numbers.	Daily Totals.			
	Monday.	Tuesday.	Wednesday	Thursday.
0	15	12	19	11
1	18	20	12	13
2	23	13	15	25
3	19	16	14	16
4	19	24	21	21
5	20	19	14	14
6	17	22	18	13
7	19	16	18	15
8	19	23	19	20
9	15	23	14	12
10	20	17	23	21
11	22	16	23	15
12	23	11	15	16
13	18	15	14	25
14	23	22	16	17
15	17	12	11	19
16	30	12	22	26
17	18	10	18	26
18	19	19	10	17
19	20	16	16	16
20	21	25	12	17
21	25	20	14	22
22	17	14	11	13
23	12	21	13	17
24	21	17	13	21
25	25	20	18	18
26	22	20	20	25
27	16	22	12	20
28	22	24	22	12
29	19	17	20	18
30	19	18	18	22
31	19	17	24	22
32	21	24	19	22
33	16	17	14	24
34	17	29	19	20
35	29	19	7	20
36	21	9	26	12

CHART A (*cont.*)

Numbers	Daily Totals.			Total for the week.
	Friday.	Saturday.	Sunday.	
0	15	20	25	117
1	17	16	15	111
2	20	17	14	127
3	13	21	24	123
4	19	22	26	152
5	22	23	23	135
6	15	22	25	132
7	15	22	13	118
8	16	19	12	128
9	9	18	7	98
10	19	22	9	131
11	16	27	17	136
12	11	17	14	107
13	17	23	12	124
14	13	23	14	128
15	20	17	12	108
16	18	23	14	145
17	20	21	13	126
18	10	24	16	115
19	25	22	22	137
20	23	21	12	131
21	14	25	18	138
22	19	29	17	120
23	17	17	23	120
24	21	17	18	128
25	23	22	16	142
26	15	28	15	145
27	17	21	17	125
28	18	26	32	156
29	19	17	14	124
30	17	22	15	131
31	17	14	13	126
32	23	11	18	138
33	22	25	18	136
34	19	19	17	140
35	19	17	23	134
36	26	18	19	131

CHART A (*cont.*)

	Numbers.	Daily Totals.			
		Monday.	Tuesday.	Wednesday	Thursday.
Transversales	1 × 3.....	60	49	41	54
	4 × 6.....	56	65	53	48
	7 × 9.....	53	62	51	47
	10 × 12.....	65	44	61	52
	13 × 15.....	58	49	41	61
	16 × 18.....	67	41	50	69
	19 × 21.....	66	61	42	55
	22 × 24.....	50	52	37	51
	25 × 27.....	63	62	50	63
	28 × 30.....	60	59	60	52
	31 × 33.....	56	58	57	68
	34 × 36.....	67	57	52	52
Sixains	1 × 6.....	116	114	94	102
	7 × 12.....	118	106	112	99
	13 × 18.....	125	90	91	130
	19 × 24.....	116	113	79	106
	25 × 30.....	123	121	110	115
	31 × 36.....	123	115	109	120
Douzaines	1re.....	234	220	206	201
	2me	241	203	170	236
	3me	246	236	219	235
Colonnes	1re.....	244	234	220	222
	2me	249	229	196	236
	3me	228	206	179	214
	Noire (Black)	359	322	305	357
	Rouge (Red)	362	337	290	315
	Pair (Even) ...	374	343	319	340
	Impair (Odd)	347	316	276	332
	Passe, 19-36...	362	349	298	341
	Manque 1-18	359	310	297	331
	Total	736	671	614	683

CHART A (*cont.*)

	Numbers.	Daily Totals.			Total for the week.
		Friday.	Saturday.	Sunday.	
Transversales	1 × 3.....	50	54	53	361
	4 × 6.....	56	67	74	419
	7 × 9.....	40	59	32	344
	7 × 9.....	40	59	32	344
	10 × 12.....	46	66	40	374
	13 × 15.....	50	63	38	360
	16 × 18.....	48	68	43	386
	19 × 21.....	62	68	52	406
	22 × 24.....	57	63	58	368
	25 × 27.....	55	71	48	412
	28 × 30.....	54	65	61	411
	31 × 33.....	62	50	49	400
	34 × 36.....	64	54	59	405
Sixains	1 × 6.....	106	121	127	780
	7 × 12.....	86	125	72	718
	13 × 18.....	98	131	81	746
	19 × 24.....	119	131	110	774
	25 × 30.....	109	136	109	823
	31 × 36.....	126	104	108	805
Douzaines	1re.....	192	246	199	1498
	2me	217	262	191	1520
	3me	235	240	217	1628
Colonnes	1re.....	226	260	206	1602
	2me	223	241	198	1572
	3me	195	247	203	1472
	Noire (Black)	335	384	302	2364
	Rouge (Red)	309	364	305	2282
	Pair (Even) ...	322	380	307	2385
	Impair (Odd)	322	368	300	2261
	Passe, 19-36...	354	371	327	2402
	Manque, 1-18	290	377	280	2244
	Total	659	768	632	4763

Chart (B) illustrating the individual numbers as they appeared during a days' play and also showing the figures in their respective columns of Noir and Rouge. Note the run of twelve consecutive blacks. Zero turned up 19 times during the day. The total blacks were 305, and reds 290.

ROUGE ET NOIR

N.	R.	N.	R.	N.	R.	N.	R.	N.	R.
	3		36	11			7	31	
	14		18		34	11			19
26		29			7		21	28	
	27	31			5		16	31	
28		10			25	6			18
20		13			12		12	31	
10		6			O	2		2	
8		26			1		9		7
22		35		11		8		4	
	5	29			32	31		28	
22		22		26		8			16
	O	35			3		O	11	
28		22		11		28		24	
	19	28		10			27		14
	36		5		5	24		11	
33		6			19		1		32
	O	6		4		6			23
4			36		23		9		1
	25	8			34	29		15	
24			12	26			25		7
	23	17			27	6			5
17		4			O		23		21

N.	R.	N.	R.	N.	R.	N.	R.	N.	R.
	19	10		28			0		5
4		29		24		11			0
31		2			23		36	10	
	14	11		10		33			36
	9		16		9	6			30
33		33		17			25		36
	34	15		31		4			25
29			27		12	10			34
	25		14		0	4		2	
11			7	11		31			0
29		8			19	35			34
	14		1	10		11			9
15			16	13			30	26	
29			34	15			32		30
	0	20		26		28		33	
	1		5		14		12	28	
	34	15		29			21		25
	23		32		34	6		26	
33			18		12		7	15	
	36		14		30	28		29	
	16		32		3	11		20	
17			30	2		10			16
26			7	11			16	20	
	25	22			34		18	2	
	5		19	11			25	2	
35			0	11		4		13	
24		10			34	13			36
	12	31		15			7		30
	14		16		18		36		14
31			18	24			32		1
10			25		3		36		23
	3	13		29		4		28	
17			12		18	8			16
10		24			12	31		20	

N.	R.	N.	R.	N.	R.	N.	R.	N.	R.
	36		19	28			3	26	
	1		16	33			19	26	
33			3	26			32		5
	7		7	31		8			27
22		17			O	31			9
33			7		36		27		36
10			7		32	13		17	
26			5	17			36		36
17		20		24		20			34
	32		34		21	4		31	
8			36	22			16		36
	30		14		16		12	2	
11		28			36		18	2	
10			25		25	26		4	
	O	20			16	29			O
10			36	31		10			30
	1		16	28		8			25
	23	6			36	13			3
10			3		3	29		4	
13		24		2		31		17	
22		29			21	2		31	
15		28			21		34	28	
	30		21		21		23	6	
8		6			9	26			36
	1		7	17		13			9
	14	24		24			14	6	
20		15			27		14		12
4		10			O		7	10	
	14		7	33			O		5
11		8		31		17			36
	19	2		35			36	29	
22			9	4		17		6	
	16		21	2		33			34
	30	4			27		19	31	

N.	R.	N.	R.	N.	R.	N.	R.	N.	R.
11		28			16	4		13	
29		4			30	26			30
26			19	17			16	28	
	32		19		32		1		9
17			O	33		11			25
15		29			34	28			5
	34		O		25		25		1
22		26			34		25	6	
4		10		8			36		7
26		13			25		16		32
20		20			3	11			5
	32		23	4			36	17	
26			3		16		7	6	
	30	13		29		24		33	
	16	31		8			21	20	
	19	2		22			30	31	
	32		21		9		16		21
	30	24		8			23		14
11		8			5		34		30
4			27	4		8			34
	1		18	6		6		28	
35			36		12	2		13	
6		35			18		32	29	
29		26			32		32	8	
	16		7	8		15			27
	27	31		31		10			3
8		33			14	31		28	
	19		O		12	10		17	
17			21		23		9		
	19	13			12		23		
	27	29			32		36		
	21		30		12		3		
28			30		16	11			
11		11		10			9		

Chart (C), illustrating the preceding figures on Chart B, but set in respective columns for reference to Pair and Impair, or *odd* and *even*. The runs are fairly normal. However, the total shows 319 even and 276 odd. Zero, as before, came up 19 times.

PAIR ET IMPAIR

P	I	P	I	P	I	P	I	P	I
	3	10			11	28			23
14			13	32			27		1
26		6		26		24			15
	27	26			3		1		7
28			35		11	6			5
20			29	10			9		21
10		22			5		29		19
8			35		19		25	4	
22		22		4		6			31
	5	28			23		23	14	
22			5	34			31		9
O		6		26			19		33
28		6			27	28		34	
	19	36		O			31		29
36		8			7	18			25
	33	12			11		31		11
O			17		21	2			
4		4		16			7		29
	25		11	6		4		14	
24		34		12		28			15
	23		7	2		16			29
	17		5		9		11	O	
36			25	8		24			1
18		12			31	14		34	
	29	O		8			11		23
	31		1	O		32			33

P	I	P	I	P	I	P	I	P	I
36			1	24			11	12	
16		16			23	34			21
	17	34		10			15	6	
26		20			9	18			7
	25		5		17	24		28	
	5		15		31		3		11
	35	32		12			29	10	
24		18		O		18		16	
12		14			11	12		18	
14		32			19	O			25
	31	30		10			11	4	
10			7		13	36			13
	3	22			15		33		7
	17		19	26		6		36	
10		O		14			25	32	
10		10			29	4		36	
	29		31	34		10		4	
2		16		12		4		8	
	11	18		30			31		31
16			25		3		35		5
	33		13	2			11	O	
	15	12			11	30		10	
	27	24		34		32			36
14		28			11	28		30	
	7								
8									

P	I	P	I	P	I	P	I	P	I
36			1		13	34			33
	25		23	22		36		26	
34		28			15	14			31
2		16		30		28		O	
O		20		8			25	36	
34		36			1	20		32	
	9		1	14		36			17
26			33	20		16		24	
30			7	4		6			21
	33	22		14			3	22	
28			33		11	24		16	
	25	10			19		29	36	
26		26		22		28			25
	15		17	16			21	16	
	29	32		30		6			31
20		8			19		7	28	
16		30		16		24		36	
20			11		3		15		3
2		10			7	10		2	
2		O			17		7		21
	13	10			7	8			21
36			1		7	2			21
30			23		5		9		9
14		10		20			21		17
						4		24	
						28			27

P	I	P	I	P	I	P	I	P	I
O			31	2		32			19
	33	2		2			17		27
	31	34		4			15		21
	35		23	O		34		28	
4		26		30		22			11
2			13		25	4		28	
	27	14			3	26		4	
	3	14		4		20			19
	19		7		17	32			19
32		O			31	26		O	
8			17	28		30			29
	31	36		6		16		O	
	27		17	36			19	26	
	13		33		9	32		10	13
36			19	6		30			
20		26		12			11	20	23
4		26		10		4			3
16			5		5		1		13
12			27	36			35		31
18			9		29	6			
26		36		6			29	2	
	29		17	34		16			21
10		36			31		27	24	
8		34			11	8		8	
	13		31		29		19		27
	29	36		26			17	18	

P	I	P	I	P	I	P	I	P	I
36			29	28			3	8	
	35	8			25		11		27
26		22			25		9		3
	7		9	36			13	28	
	31	8		16		30			17
	33		5		11	28			
0		4		36			9		
	21	6			7		25		
	13	12		24			5		
	29	18			21		1		
30		32		30		6			
30		8		16			7		
	11		31		23	32			
16		14		34			5		
30		12		8			17		
	17		23	6		6			
32		12		2			33		
	33	32		32		20			
34		12		32			31		
	25	16			15		21		
34		10		10		14			
8		4			31	30			
	25	26		10		34			
	3	16			9	28			
4			1		23		13		
16			11	36			29		

Chart (D).—This table has been prepared to illustrate the same set of figures as before, but applied to Manque and Passe. Manque numbers are from 1 to 18 and Passe those from 19 to 36. The day's results show a total of 297 Manques and 298 Passe. The zero, as before, came up 19 times during the day.

Passe et Manque.

M.	P.	M.	P.	M.	P.	M.	P.	M.	P.
3			29		25	2		4	
14			31	12		9			28
	26	10		O		8		16	
	27	13		1			31	11	
	28	6		11		8			24
	20		26		32	O		14	
10			35		26		28	11	
8			29	3			27		32
	22		22	11			24		23
5			35	10		1		1	
	22		22	5		6		15	
O			28		19	9		7	
	28	5		4			29	5	
	19	6			23		25		21
	36	6			34	6			19
	33		36		26		23	4	
O		8			27		31		31
4		12		O			19	14	
	25	17		7			28	9	
	24	4		11			31		33
	23	11			21	18			34
17			34	16			31		29
	36	7		6		2			25
18		5		12		7		11	

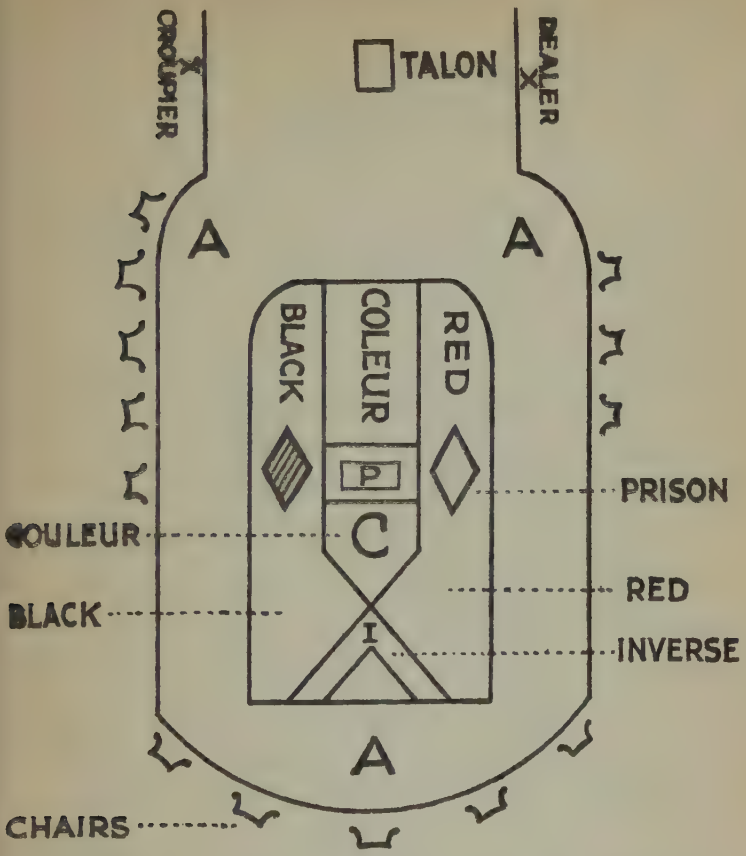
M.	P.	M.	P.	M.	P.	M.	P.	M.	P.
	29	10			19	12			35
14			29	O			30	11	
15		2		10					30
	29	11			31	3			32
O		16		16		2			28
				18		11		12	
1			33		25		34		21
	34	15		13		11		6	
	23		27	12					
	33	14			24	11		7	
	36	7			28		34		28
16		8			24	15		11	
17		1			23	18		10	
	26	16		10			24	16	
	25		34	9		3		18	
5			20	17			29		25
	35	5			31	18		4	
	24	15		12		12		13	
				O		O		7	
12			32	11		11			36
14		18			19		36		32
	31	14		10			33		36
10			32	13		6		4	
3			30	15			25	8	
					26	4			31
17		7		14		10		5	
					29	4		O	
			22		34		31	10	

M.	P.	M.	P.	M.	P.	M.	P.	M.	P.
	36		23	8		16			21
	30		28	1		6			22
	36	16		14		3		16	
	25		20		20		24		36
	34		36	4			29		25
2		1		14			28	16	
○			33	11			21		31
	34	7			19	6			28
9			22		22	7			36
	26		33	16			24	3	
	30	10			30	15		2	
	33		26		19	10			21
	28	17		16		7			21
	25		32	3		8			21
	26	8		7		2		9	
15			30	17		9		17	
	29	11		7			21		24
	20	10		7		4			27
16		○		5			28	○	
	20	10			20		33		33
2		1			34		26		31
2			23		36		31		35
13		10		14		○		4	
	36	13			28		36	2	
	30		22		25		32		27
14		15			20	17		3	
1			30		36		24		

M.	P.	M.	P.	M.	P.	M.	P.	M.	P.
	19	7		17			32		19
	32	O			31		26	O	
8		17			28		30		29
	31		36	6		16		O	
	27	17			36		19		26
13			33	9			32	10	
	36		19	6			30	13	
	20		26	12		11			20
4			26	10		4			23
16		5		5		1		3	
12			27		36		35	13	
18		9			29	6			31
	26		36	6			29	2	
	29	17			34	16			21
10			36		31		27		24
8			34	11		8		8	
13			31		29		19		27
	29		36		26	17		18	
	31	2			32		19		36
2		2		17			27		35
	34	4		15			21		26
	23	O			34		28	7	
	26		30		22	11			31
13			25	4			28		33
14		3			26	4		O	
14		4			20		19		21

M.	P.	M.	P.	M.	P.	M.	P.	M.	P.
13		12			30		32		
	29	18		16		5			
	30		32		23	17			
	30	8			34	6			
11			31	8			33		
16		14		6			20		
	30	12		2			31		
17			23		32		21		
		12			32	14			
	32		32	15			30		
	33	12		10			34		
	34	16			31		28		
	25	10		10		13			
	34	4		9			29		
8			26		23	8			
	25	16			36		27		
3		1		3		3			
4		11		11			28		
16			28	9		17			
8	29		25	13					
			25		30				
	22		36		28				
9		16		9					
8		11			25				
			36	5					
5		7		1					
4			24	6					
6			21	7					

TRENTE-ET-QUARANTE



A. SPACE PROVIDED FOR PLAYERS TO REST MONEY NOT STAKED.

CHAPTER I

EXPLANATION OF THE GAME. HINTS AND ADVICE

ANY book dealing with Monte Carlo would hardly be complete without a reference to the game of Trente-et-Quarante, so no excuse is needed for the inclusion of this card game in the present volume.

The devotees of this game comprise those who look upon it as a game of skill, and play more or less upon a definite plan, calculating where to stake after each coup according to the fall of the cards—*i.e.*, high or low numbers—but mainly the crowds round the table gamble without the remotest idea of what they are doing, and just blindly stake on red or black according to fancy.

The game is rather mystifying to the

novice, and he only knows which side has won by watching the croupier rake in the losses and paying the opposite side their wins. This is due to the fact that the dealer of the cards never mentions the name Black or the inverse. He only announces Red and Couleur, win or lose. There are only four spaces on the table to bet, and they are each even money chances —viz., Noir (Black), Rouge (Red), Couleur (Colour), and Inverse (Inverse). The dealer announces the results either as :—

Rouge gagne et Couleur (Red wins and colour) ; Rouge gagne, Couleur perd (Red wins, colour loses) ; Rouge perd et Couleur (Red loses and colour) ; or Rouge perd, Couleur gagne (Red loses, colour wins).

Trente-et-Quarante is played with six packs of fifty-two cards, which are first carefully counted, placed on the table, and then well shuffled together. After the shuffle the dealer invites one of the players to cut the cards, and the game then commences.

The players having staked their bets, the dealer announces "Rien ne va plus," meaning no more bets accepted. He then proceeds to deal out a row of cards, counting up their value in pips (Court cards always count ten), until the total amounts to 31 or over. For example, nine of Hearts, nine of Clubs, King of Spades, four of Diamonds =32. In announcing the total he only says the last figure, in this instance deux (two). If the result came to 37, he would say sept (seven). The first row scores for the Black side of the table.

The Black "point" is always called out first by the dealer.

A second row of cards is then dealt in the same manner up to 31 or over, and scores for the Red side of the table.

The row which comes nearest to 31 wins. If both rows come to 31, it is called the "Refait," and all stakes go into Prison, or the player can divide with the Bank. The Refait is just the same as the Zero in Roulette.

When an identical point (other than 31) is made by the Red and Black, the deal is rendered null and void, and the player can remove his stake or otherwise, as he chooses. The announcement of equality is termed "Après." The dealer, in declaring for example 34 all, would say, "Quatre. Quatre Après." In the case of 31 all, he would say "Un. Un Après." It is only in the case of "Un Après" that the stakes are imprisoned.

Couleur and Inverse

It has been explained that the first row counts for bets on Black, and the second row for the Red. We now come to the explanation of Couleur and Inverse.

The first card dealt in the first row stands for Couleur, and if it is the same colour as the winning side of the table, Couleur wins. If, however, the colour of the first card in the first row is the same as the losing side of the table, the Inverse wins. To make

this clear an illustration is here given of two imaginary coups :—

First example:

Top Row

Total.

Nine of Hearts, King of Hearts, Seven of Spades, Seven of Diamonds .. =33

Bottom Row.

King of Clubs, Four of Hearts, Two of Spades, Seven of Clubs, Nine of Clubs =32

The dealer says, "Rouge gagne et Couleur" (Red wins and Couleur wins).

Second example:

Top Row

Seven of Spades, Jack of Hearts, Eight of Diamonds, Ten of Hearts .. =35

Bottom Row

King of Spades, Five of Diamonds, Six of Clubs, Seven of Diamonds, Four of Hearts .. .. =32

The dealer says, Rouge gagne, Couleur perd (Red wins and Colour loses), *i.e.*, Red and Inverse.

To recapitulate, the row nearest to 31 wins. If the first row totalled 34 and the second row 37, Black would win. If the first row totalled 35 and the second row 32, Red would win. Court cards count ten, aces one, and the other cards according to the number of pips.

The "Refait"

The "Refait" is when both rows total 31, thus throwing all stakes into Prison. Now with regard to Refait, the Bank allows you to insure against it by paying 1 per cent. on the money staked. For instance, if the player has staked 500 francs he can insure against the Refait occurring by the payment of five francs. The croupier hands you a small oblong chip in exchange for five francs, and you place it on your staked counters. Since five francs is the minimum insurance money accepted by the Bank, it costs the same to insure for 100 as 500 francs. If you are insured, and the Refait

appears, you can pick up your stakes and not be put in Prison, or you can transfer your bet from Rouge to Noir or Couleur to Inverse for the next coup.

If, however, the player is not insured, and the Refait appears, he has the option either to go in Prison or divide his stake then and there with the Bank. Furthermore, one peculiarity of the game is that the player can select his own prison—*i.e.*, a bed made on Red can go into the Black Prison ; or he can transfer his bet from the Red to the Inverse Prison, or from Couleur to the Red Prison. Provided he selects the right prison he comes out on the next deal, and his stake is returned to him. In the event of a second Refait, obviously he has to win twice in succession to recover his stake.

Staking à Cheval

As in Roulette, a player can back à cheval either on Red and Couleur, Red and Inverse,

Black and Couleur, or Black and Inverse. To stake in this manner you put your pieces on the line dividing the respective chances. If both chances win, you win your bet, and are paid even money. If both chances lose you lose your money. If one chance wins and the other loses the bet is therefore off. It can remain down for a fresh bet or changed to any other part of the table as the player desires. When playing à cheval it should be remembered that half the stake is lost when the Refait turns up.

Having carefully followed the foregoing remarks, it should be comparatively easy for anyone to grasp the rules of the game, and to follow the lay out of the Trente et Quarante table, a diagram of which is here shown. (See page 183)

CHAPTER II

HOW TO ESTIMATE WHAT WILL PROBABLY WIN

Why the Laws of Average Operate

TRENTE-ET-QUARANTE strongly appeals to the Bridge or Whist player, for, as everyone knows, a retentive memory is essential in following the fall of the cards, and noting the appearance of the respective pip values. Colours red and black are the deciding factors in Trente-et-Quarante. Hearts and diamonds are equal, so are clubs and spades. But where the skill comes in is in the calculation of how the high and low numbers will work out to decide whether it will be Rouge gagne or Rouge perd.

It has been explained that the nearest to 31 wins—first row for black, second row

counting for red. Now, as there are only nine possible totals—viz., 31, 32, 33, 34, 35, 36, 37, 38, 39 and 40, the player would like to know what are the relative chances of the different totals appearing. It naturally involves abstruse calculations, but it is the purpose of this book to save the reader all unnecessary bother in working out scientific deductions. As a guide, it may safely be admitted on the authority of expert mathematicians, that it is easier for the dealer to get near 31 than 40. As a matter of fact, the falling of four consecutive court cards in a row, totalling 40, is fairly rare and exceptional in the case of both rows. The consensus of opinion is that 31 appears once in every fifty coups on an average. The odds against every point above 31 becomes greater as they increase towards 40. Totals of 31, 32, 33 and 34 are much more frequent than the higher totals.

In every pack of cards will be found 24 cards counting under seven and 24 cards

counting over seven. Since six packs of cards are employed, 312 in all, shuffled, cut and dealt, the laws of average are well maintained, and over a given period results have always shown a state of equilibrium. It is idle to deny the laws of average, for is it not the basis of commercial undertakings, the foundation of insurance companies, the bed rock of Lloyds, and the means of regulating the National Exchequer? Therefore, by the laws of average, it is safe to assume that you will never find all the cards counting under 7 in one half the pack and all the cards over 7 in the other, for they will be fairly equally distributed throughout the whole of the six packs.

Whenever the dealer lays down too many high cards or too many low, the preponderance or deficiency has to rectify itself sooner or later, and in proportion to the excess so the matter will quickly right itself.

In order to determine the probable result

of the first row of cards which is about to be dealt, the player who has carefully noted the cards in the preceding coups will have an indication of what is more than likely to happen. The fall of small cards make it easier to arrive at 31, while the big cards make it easier to reach 37 to 40. When small cards are due to appear to sustain a running average, it is undoubtedly good to bet on black, while if there has been a run on the small cards it is advisable to bet on the red, as the chances are in favour of big cards turning up in the first row. "Wait your opportunity" is a good motto. Wait for something abnormal to occur, and then you may reasonably expect the average to be restored with the next few cards. Keep a mental record of either all the cards under or over 7, and use your discretion as to how and when to stake.

As an illustration, assume that the first six hands dealt are fairly normal, say 34, 35, 37, 36, 35, 36. Then, supposing the

cards appear like this

Black line 4, 5, 1, 9, 6, 7 = 32
Red line 3, Kg., 6, 4, 8 = 31
(Rouge wins.)

In this combination will be found seven cards under 7 and three cards over 7. The chances are now that high cards will immediately follow, and the cards in the next first row, which count for black, will be relatively high, consequently black will probably lose, therefore stake on red. Remember it is the row nearest to 31 which wins, so if you anticipate a high score in the first row you naturally back the second row, which stands for red. The following hand will make the idea clear to the novice. After the previous score illustrating a preponderance of low numbers, the bet is now supposed to be on red.

Black line 7, 10, Qn., 9 = 36
Red line Kg., Qn., 3, 9 = 32
(Red wins.)

True it is that the combination of six packs

of cards are enormous, yet the player who seizes his opportunity based on the laws of average, and follows closely the plan explained above will rarely lose three times in succession. To overcome this contingency, he must resort to a mode of progression in staking. The usual plan for the player who adopts this type of system is to stake first 1 unit, if lose stake 3, if lose stake 7. The odds being even money, the third stake brings in a net profit of 3 units if he wins.

The favourite method of play for persons who either cannot or will not trouble to think or make any sort of calculation is to throw down a louis on red or black, as the fancy takes them. Their object is to play for a run, and, if possible, at the Bank's expense. If they win on the first coup, they pick up their original stakes and let the winnings remain to accumulate for a run of two, three or more coups. Provided they are lucky enough to know when to

take up their winnings, before the run breaks, often they secure a substantial win. If they lose the pile built up at the Bank's expense, they recommence with their original stake.

Any game of even chances becomes very monotonous, and to provide for intermittent losses various rates of progression are employed. Doubling up is not to be recommended. Whatever the amount of your Bank, split it up into at least three portions, and never risk more than one portion on any day's play. There are good days and bad days. Don't put all your eggs in one basket.

Acquire practical experience at the tables, following the coups on Red and Black, before attempting to gamble on Couleur and Inverse, or à cheval, and thus save confusion and annoyance, to say nothing of the attendant risk of extra losses. Be patient and cool whatever happens.

Remember this, if you can win you can

lose, and this applies to every coup; but there is no need for you to lose *any* of your winnings. Every louis you take off the table as a win put in a separate pocket. Play your capital right out if necessary at each sitting, but rise from the table with every bit of what you have won intact. Never mix winnings with capital as the game proceeds. Return to the tables later and make a fresh attack. A breather helps to win many a game.

CHAPTER III

THE ZIG-ZAG

An Every-day System

THE following method of staking will interest many readers principally because the results of play can be checked on going through any of the published permanences. The system has the advantage of being easy to play, and the risk of loss reduced to a minimum as far as a game of chance is concerned, while on the other hand there is a reasonable prospect of a daily profit if the player is content with a gain of a few units.

The capital suggested is 3,600 francs, divided into six portions of 600 francs—one portion only to be used for each day of the week (excluding Sunday). Each 600 francs represents 30 louis or units. The object set out to accomplish is to win 5 units at each

sitting. The player can, of course, work twice a day, but it does mean work, both physical and mental, and an interval of an hour should at least take place between each sitting. Fatigue is a handicap, and there is a strain when continually winning just as in losing. Always be fresh, alert and active. Keep rigidly to your plan of action. Concentrate on the game; it is business now, not pleasure.

How to Play

Select your seat—you must have one, for although you may win your five louis in five minutes you may have to play on for an hour or more when standing would be very trying—have all your money in single louis, place them in six stacks of 5 louis each in front of you. Replenish the stacks after losses when you win, and build up the *seventh* stack so that you will see instantly when you have won your 5 louis. As soon as the first coup is announced, you commence play by backing the same winning colour, that is

for the repetition or run. That is your first bet. Your second bet is a change over; that is you play for the intermittence. Your third bet is for the run. On the fourth bet you change over for the intermittence.

The first stake is 1, if lose next stake 2, if lose next stake 4. After this recommence with 1 and increase to 2 and 4 after losses.

To illustrate the play here is an example:

Red—no stake.

Red—play 1 for the run and win.

Red—play 1 for the intermittence and lose.

Black—play 2 for the run and lose.

Red—play 4 for intermittence and win.

It will be noted that a long run of one colour serves the player equally well as he wins every alternate bet:—

Black—no stake.

Black—play 1 for run and win.

Black—play 1 for intermittence and lose.

Black—play 2 for the run and win.

Black—play 1 for the intermittence and lose.

Black—play 2 for the run and win.

Black—play 1 for the intermittence and lose.

Black—play 2 for the run and win.

Black—play 1 for the intermittence and lose.

Black—play 2 for the run and win.

The result shows a net gain of 5 units. The betting proceeds zig-zag, and is compensated either by the intermittences or the runs. There are, however, some combinations which are disastrous, notably the "Coup de deux." It is easy to lose every bet in succession on sets of two's if you strike them at the wrong moment. For instance:

Black—no stake.

Black—play 1 for run and win.

Black—play 1 for intermittence and lose.

Red—play 2 for run and lose.

Red—play 4 for intermittence and lose.

Black—play X for run and lose.

Black—play X for intermittence and lose.

The X represents bets that would have been lost if made, no matter with what progression.

In conclusion no system of winning at Trente et Quarante is infallible, but plenty afford scope for small winnings by the exercise of skill and judgment. Averages will work out alright, but human endurance can not stand the strain of continuous play morning, noon and night. The aim should be quick play and fair profits.

The following four pages are devoted to Trente-et-Quarante charts illustrating actual play at Monte Carlo. The columns indicate Noir, Rouge, Couleur and Inverse.

N	R	C	I	N	R	C	I
	*	*		*			*
*		*		*			*
*			*		*	*	
	*		*		*	*	
*			*		*		*
	*		*	*			*
	*	*		*			*
*			*	*		*	
	*	*		*		*	
*		*			*		*
*			*		*	*	
	*	*			*	*	
*		*		*		*	
	*	*		*			*
	*		*	*		*	
*		*		*			*
*			*		*		*
*			*		*		*
*		*		*		*	
	*		*	*		*	
	*	*			*		*
*		*			*		*
	*	*		*			*
	*	*			*		*
	*	*			*	*	
*		*			*	*	
					*		*

N	R	C	I	N	R	C	I
*			*		*	*	
*			*		*	*	
*			*		*	*	
	*		*	*		*	
	*	*			*		*
*		*		*			*
*		*		*			*
*			*		*	*	
	*		*		*	*	
*			*	*			*
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BACCARAT
CHEMIN-DE-FER
& LA BOULE

CHAPTER I

BACCARAT

Explanation of the Game

THERE seems to be a strange fascination about the game of Baccarat. What appeals to the player in this game of chance probably is the fact that he has a voice in the matter, whereas at Trente-et-Quarante the cards alone decide the result. To estimate when to draw a card involves a mental calculation; thus Baccarat requires mathematical skill if it is to be played scientifically. Ordinary punters just chance their luck, but the Banker uses judgment, and since the odds are slightly in his favour, he more often than not wins. The amount of stakes on the table materially controls his action.

The game itself is exceedingly simple, but to those who desire to delve into abstruse calculations of the theory of probabilities—that is, the estimating of the relative chances of high or low cards immediately following—would be well advised to study the remarkable articles on games of hazard by M. Badoureau, which appeared in the *Revue Scientifique* of January 29, 1881.

Baccarat is a game of even chances, and played with three to six packs of cards, shuffled and cut in the usual manner, and then placed face downwards in front of the banker, who plays a single hand against two hands of the punters in the following manner: The table is oval shaped, and the banker takes his place midway down one of the sides. A croupier sits opposite him with a basket, called the Talon, which is let into the centre of the table to receive the used cards. The punters sit on either side of the banker, and twenty is the maximum number for a table. Others desiring

to take part in the play must stand, but may take a seat whenever one is vacated.

The cards rank in value according to their pips, the ace counting one, the court cards and tens counting ten each. From the stack of cards the banker slides one card off the top and passes it face downwards to his right, the next card to his left, and the next to himself. Then one again to his right, one to the left and one to himself. (It will be observed that the first two cards are given in a sliding manner on the table, the third one only is given in an exposed way.) He then has the right to inspect his two cards, and if on looking at them he finds his pips come to eight or nine he turns his cards up and declares a "natural." When counting the pips in a hand, tens are disregarded; for example, a king and a four (14) make a score of 4, while a nine and an eight (17) count 7, and a ten and a jack (20) count 0—this is called baccarat.

The players holding the cards on either

side of the banker have to size up the peculiarities of the banker, just as in poker you estimate what your opponent usually "draws" for.

Rules and Regulations

There are many definite rules about the game, but the first important one is that when the banker's point is either eight or nine he *must* declare that he "gives," and the punter on his right looks at his own two cards, and if his point is an eight or nine he turns them up announcing his "natural." But if he has not eight or nine he can ask for a card, and the banker gives him one, but only one, which is turned face upwards. A similar proceeding takes place with the punter on the left hand, and then the banker himself, if it suits him, may draw one card, but only one. The banker wins from or loses to each punter according to whose point is nearer to nine. Equal scores neither win nor lose.

The following illustration will explain the game. Supposing the banker draws a nine and a two, making his point one, he is compelled to give. We will assume the right-hand punter has a seven and an ace. The cards would be turned up and eight announced. We will also imagine the left-hand player to hold an eight and a six, making his point four; then he would *take*, and if the next card the banker gives him should be a seven his point would now total (8+6+7) only *one*; but he does not declare his hand for the moment. The banker now has to expose his hand (nine and two), and having but a point of *one*, takes a card, and if, for example, he draws an eight, making his point nine, he would win from his left-hand punter, but lose to his right-hand opponent, notwithstanding his point is the better one, but for the reason that a "natural" beats any point made by the addition of a drawn card. It will therefore be seen when a banker himself holds a natural 8 or 9 he

does not *give* a card, since he must win unless of course the punters also hold naturals, when the higher natural wins.

The bets are paid, the hands swept away into the basket receptacle facing the croupier and another coup is commenced. The play proceeds as before and the bank automatically finishes when the cards finish, but for the last coup there must be at least ten cards left in the deck, nine cards and the bottom one which can not be used.

At baccarat, the rules of the game must be rigidly adhered to. The bank is put up for auction and goes to the highest bidder. The banker must put up in front of him the amount he has paid for the bank, and each side has the right to stake up to the full amount, one half for the right-hand set of punters, the other for the left hand. It is a compulsory rule that whatever money the banker wins he must add to the amount in front of him, and the punters are at liberty to stake up to this

full amount. Should the banker wish, he may withdraw from the bank at any time, after the first coup, but if he does so he must forfeit his position as the banker and is precluded from bidding for the next bank. If there should be an adverse run against the bank, the banker can replenish it as often as he chooses up to the amount he originally paid for it. The bank finishes when the cards finish and with an initial deck of six packs a game usually provides about 36 coups.

CHAPTER II

Rules for Punters

PUNTERS should be very observant of the following rules: To hold the cards and decide on behalf of himself and his fellow punters when to *take* a card from the banker is a responsible position, but fortunately the rules provide that no punter can be compelled to play the cards for his side, and can pass the privilege on to the next player. In actual practice it is an opportunity eagerly sought for by most punters and rarely passed on. The player for the time holding the cards is playing for *all* the money staked on his side and is therefore responsible for playing rigidly to the rules. If he violates them he is liable to make good all losses incurred through his mistakes.

A most important thing for the player,

who holds the cards, to remember is that on no account must he look at them until the banker has declared a natural 8 or 9 —or announces that he *gives*.

The player must immediately on looking at his cards declare a natural 8 or 9 and expose his cards. If the natural is not declared a better point in a draw wins, but he must on no account declare his 8 or 9 *on a draw* until the banker declares his point.

A compulsory rule is that a player holding a point of 4 or less *must* take a card. He cannot bluff or take a chance without being responsible to the players on his side of the table if he lose.

Another stringent rule stipulates that a player holding a point of 6 or more may not draw a card.

The 5 "point"

Here is the ticklish part of the whole game. The rules give the player the option

to draw or not when holding a point of 5.

Mathematically the chances of improving a 5 are slightly against the drawer, but the player who has studied the dealer and watched carefully his generalities, how he has been drawing himself, whether he is a hesitating, calculating, or haphazard individual, may find some line as to the best way to act. Although playing for his side of the table, whatever he decides to do with 5 in his hand he is only liable for his own individual bet on the coup.

The punter immediately to the right and to the left of the banker play the first hand, and they continue to do so until they lose a coup, when the player immediately on the right or left of the loser, as the case may be, plays the next hand, and he also continues to play until he loses a coup, when the next player takes the cards, and so on round the table.

The player holding the cards has the

right to stake the full amount available in the bank. In the event of his staking the whole amount none of the other punters on his side of the table can stake, but any balance in the bank after he has staked can be bet by the player on his right or left, as the case may be, and any remaining balance is open to the next player, and so on round the table.

The onlookers can make up any balance, but only after the seated players have finished staking. Only players *seated* at the table can play the cards.

The players are paid in rotation round the table, beginning with the punter, who for the time being is holding the cards for his side, and when the funds of the bank are exhausted, the remaining punters pick up their stakes. The converse of this also holds good. For example, suppose there was £500 in the bank and £520 staked, the banker would collect in rotation up to £500 and the balance of £20 returned to the end punters.

Banco

Banco is an expression used to signify when a punter desires to stake the entire amount in the Bank. Any player has the right for the *first* coup only to go Banco. The first claim belongs to the player immediately on the banker's right, the next to the player on his left, and so on alternately in regular order. Should no *seated* player call Banco, then any onlooker may do so.

There is a rule that Banco may only be called once during a Bank, and if equality occurs three times running it cannot be continued with. Any punter may continue the Bank of a retiring banker, but he must put into the Bank either the amount originally put in by the retiring banker, or the amount the banker is retiring with, but this amount must not be less than the amount originally put into the Bank.

CHAPTER III

The Bank's Advantage

THE rules of the game are such that it gives the banker a very distinct advantage over the punter, but to what precise extent it is impossible to calculate, although for all practical purposes it may be safely assumed the odds are a trifle over 7 per cent. —an estimate arrived at by expert mathematicians. The reason is not difficult to understand when it is seen that within certain limitations the banker can tell the punter's points. As previously explained, the punter's only optional point is 5, because he must draw on 4 or stand on 6, therefore the banker by adding the pips of the card he "gives" to the punter, knowing that the unseen hand must be (Baccarat) 0, 1, 2, 3 or 4, can tell to a certainty the maximum

total the three cards can make. According to what the banker holds in his own hand so he determines whether to draw a card for himself or not. To make the matter clear, we will assume the punter asks for a card and the banker gives an 8; it is obvious that the punter must now point 8+0=8; 8+1=9; 8+2=0; 8+3=1, or 8+4=2.

We will assume the banker holds a 3 himself, in which case he would not draw a card for the simple reason the odds are 3 to 2 in his favour already. There are only two cards that can improve his hand, a 5 or 6, while there are three cards, 7, 8 or 9, which would reduce his point.

Let us examine the case, assuming the banker's point was 2. Here he would obviously draw a card, for in spite of the fact that the chances of winning and losing at the moment being equal, the probability of improving his hand on the draw is in his favour, the 7, 6, 5, 4, 3, 2, 1 being good against the 8, 9 only as bad draws.

Suppose the punter draws 5 and the banker holds as good as 5 himself, he would draw, as he realises that the punter holds either 5, 6, 7, 8 or 9. Of course, if the punter held, for example, two court cards —that is Baccarat—he would point 5. It will also be seen that if the banker held a 7 his chances of winning and losing are equal and he would not draw a card, as he would be more likely to spoil his hand than improve it. He would therefore stand pat.

From the foregoing it will be perfectly clear that in taking the Bank at Baccarat one requires to exercise a good deal of judgment, but at Monte Carlo, Deauville, and all reputable casinos one can safely take the croupier's advice as to what to do, which will always be given correctly and cheerfully. The punter can always rely on general information courteously given at the hands of the croupiers, many of whom speak several languages. English is well

understood at all the chief casinos along the Riviera.

The Punter and What Influences Him

The Baccarat player usually cherishes the hope of winning large amounts with a stroke of luck, and when the inspiration comes he whispers to himself, "Nothing venture nothing have." He starts off, as every careful player should, with a degree of caution and stakes small sums at first to get the "feel" of the game and see if the table is running kindly for him. When the tide of fortune is flowing his way and he begins to win, he doubles and trebles his stake. If he meets adverses, he jumps back to small stakes again and awaits a fresh opportunity. For those who are content, just to enjoy the game and win but little, while at the same time run the risk of losing very little, playing a level stake every time cannot do any great harm. Some, indeed, make it pay. Suppose you

stake a louis each time. On every win, pocket a louis and only leave your stake on for the next coup. On a loss, make the same stake again—never more or less.

Many players like to double up their winnings for a predetermined number of coups, say, four, five or six—a risk all, lose all policy. When they are lucky and win continuously they play heavily. However, when cautious players have won a really good sum they quit in time, an example set by the famous Emperor Charlemagne.

Are Systems any Good at Baccarat

There is no zero in Baccarat, unless one considers the cagnotte or 5 per cent. the banker has to contribute out of his own spoils for enjoying the privilege of running the Bank. The game is entirely confined to even chances, with a bias slightly in favour of the banker.

Abstruse calculations, like those of Laun,

Badoureau, &c., would not interest the reader of a popular treatise on games of chance, and, generally speaking, all the possible calculations, combinations, binomial theorems and equations only tend to confuse the average player.

Parolis and Martingals have been tried *ad nauseum*.

Intuition seems to hold the most adherents among punters, while the banker trusts to skill, for he risks the greater capital.

To punt against the Bank for *every* coup must indeed be a fatuous proceeding.

Patience is a thing few possess at the Baccarat table. How many could watch thirty consecutive coups without staking a single bet? With such data in hand, knowing the average will fairly sustain itself by the end of the game, surely it is incontestable if it was found that the Bank for example, had won an aggregate of 25 coups on the right, and, say, 15 on the left, it would be a good gamble to play on the

right against the Bank for the next or the levelling up of the chances on that side?

Another occasional bet, when opportunity served, would be to bet on the side which showed *exceptionally* low stakes on the table. For instance, during high play, after a normal win and lose on both sides, suddenly the plungers attacked successfully one side of the table, and after the Bank losing, say, three consecutive coups, the stakes piled up on that side was four times greater than on the other side, surely the banker would favour the lesser side without hesitation in his anxiety to counteract the higher risk. In other words, it would pay him to do so.

CHAPTER IV

THE ASCOT SYSTEM

AN ENTIRELY NEW METHOD OF STAKING

IT is conceded that Baccarat is a game of chance and luck is the ruling spirit. Any scheme to make money at the table must be simple and attractive to attain popularity. Given a fair amount of luck, most of us would like to know a method to follow the winning vein and make a memorable haul in one day.

Ascot is renowned for heavy betting, hence its name has been selected for the system we will now describe.

The visitor to Monte Carlo, Nice or Deauville, during the season, will naturally consider a capital of 125 louis quite a modest sum for a daily flutter at the tables. It is not an extravagant sum to the individual

who is systematically attacking the Bank. We repeat again luck is essential, but capital is also necessary, and the reader must always bear this in mind.

The Ascot System is based on a Bank of 125 units. The method of staking is one of increasing after a win and decreasing after a loss on a definite scale. The initial stake is 25 units, and increases by stages up to 200, and the decreasing stakes go down to 3.

The *progression*, as it is termed, runs thus: 3, 6, 9, 12, 20, **25**, 35, 50, 75, 125, 200.

Commence with 25 louis. If win next stake is 35. If win, then 50. If win, then 75. If win, then 125. If win, then 200. If win, then *stop*.

In the event of the first bet of 25 louis losing the next bet will be 20. If lose, then 12. If lose, then 9. If lose, then 6. If lose, then 3. If lose, then *finish*.

The initial bet is 25, and the player ascends

or descends, step by step, according to whether he wins or loses.

He plays on until he loses all or is successful with his maximum bet of 200. Should a loss occur on the maximum stake the player must recommence the system with the initial stake of 25, as the game automatically finishes as soon as the maximum is played. To attempt to keep in play on the descending scale, at this particular point, is unwise for the next stake being 125 would exhaust the original capital in *one* single coup, if a loss occurred. Far better to start afresh with the initial stake of 25 and proceed as before. There are not many steps in the ladder to climb. Slip one rung at a time in safety, never the whole way down in one go.

It will be seen that whereas a complete loss of the first six bets amounts to only 75 louis the profit on six initial wins yield 510 louis. Intermittent wins and losses may even show a greater profit at the finish of the play.

N.B.—Never commence play until at least three, preferably four, losses have *consecutively* appeared on the side of the table you elect to follow.

As an illustration we set forth below a set of coups taken from actual play at Deauville last season. There is nothing remarkable about the play, and the chances did not particularly favour the banker or the punter. It was just an ordinary every day event. As soon as the Bank was started the banker won the first two coups. This was on his right, and this side of the table was followed for the rest of the play as tabulated below. The banker then lost two coups which were followed by several intermittences, and afterwards the Bank won three coups in succession. The punter was now able to start in to play with the result seen below.

It must be noted that before breaking into play the banker won the preceding three coups, followed by two further wins against

the punter after he made a start, so it is important to remember when analysing the results that the banker had a run of no less than *five* wins in succession. On the other hand the punter during the whole of his play only once secured a run of *four* in his favour. The results show a fair average and an eventual win for the punter.

CHART OF THE ASCOT SYSTEM

RECORDED FROM PLAY AT DEAUVILLE

Amount of Stake.	Win.	Lose.	Net Result.
25	—	25	−25
20	—	20	−45
12	12	—	−33
20	—	20	−53
12	12	—	−41
20	—	20	−61
12	12	—	−49
20	20	—	−29
25	—	25	−54
20	20	—	−34
25	25	—	− 9
35	35	—	+26
50	50	—	+76
75	—	75	+ 1
50	50	—	+51
75	75	—	+126
125	—	125	+ 1
75	75	—	+76
125	125	—	+201
200	200	—	+401

On careful examination of the above chart it will be seen that there were 20 coups in all before the maximum stake of 200 was reached. The punter, it is true, won 13 times and lost on 7 occasions, therefore the *ecart*,

at first glance would appear to be $13-7=6$, but the punter only came in at the moment, when the Bank already had 3 in its favour, so really the *ecart* reads $13-(7+3)\ 10=3$. In other words the punter got 3 in his favour this time. Anyone might reasonably anticipate this advantage in actual play, and is surely not "expecting the earth."

The chart will probably be picked to pieces and criticised in all manner of ways, but there it is. The player who wins confounds the sceptics. An ounce of practice is worth a ton of theory. Things do happen and will happen. Why is a question of metaphysics. However, one feature of the Ascot is that the player's mind is concentrated on what he is doing, and he is far less apt to gallop away with his capital in the endeavour to retrieve losses. With a set purpose the player can regulate his fate. Yet after all "luck" mostly rules the game.

Many persons will say there is no such thing as "luck." There is no harm in giving

its existence the benefit of the doubt. Uncanny things happen at times—things for which sane reason cannot account. The cause may arise from lack of nerve, health, environment, &c., but it must be admitted there are times when you feel you simply cannot do right, and it is on occasions like these you should take it for granted you are out of luck and accept the feeling as a signal to cease play. Discretion and coolness will help you to win, and you are just as likely to win to-morrow as to-day. If you have been steadily losing it is not a *sine qua non* to retrieve your fortune the same afternoon or evening. And last of all remember the great maxim: "Cut your losses—play up your gains."

CHEMIN-DE-FER

CHAPTER V

CHEMIN-DE-FER

CHEMIN-DE-FER only differs from Baccarat in two main particulars, viz., the Bank passes in rotation round the table and the banker deals one hand instead of two to the punters. Every player in his turn is allowed to take the Bank and make it for as much or as little as he likes, but he is not compelled to take it at all, and can pass it to his neighbour when it pleases him. The Bank automatically passes whenever the banker loses a coup.

The banker can withdraw his Bank whenever he desires, but as long as he holds the Bank he must leave the whole of his winnings, as well as the original amount of the Bank, on the table. There is a custom at some casinos which permits the banker to " milk

the bank" of half his winnings after three *consecutive* wins.

The player making the largest bet holds the cards for the punters. The banker *must* draw or stand according to what his point is and the card he gives. In case of doubt the croupier will indicate his proper game, and should be consulted.

At Chemin the cards pass round the table in a wooden *shoe* or oblong box, from which the cards are slid one at a time. The shoe passes round the table fairly quickly as a rule, and everyone gets a chance to hold the Bank, which seems to be the great attraction to poor and rich players alike.

When a banker withdraws, the Bank can be claimed by any player for the equivalent sum in the Bank at the moment, the first claim being the punter whose next turn it is to become banker, the second punter next, and so on in strict rotation. The Bank is put up to auction if no one claims it, and goes to the highest bidder. No matter

who buys the Bank, the next natural Bank follows in sequence from where the last natural Bank left off.

It is worth pointing out that the banker at Chemin is not in so strong a position as at Baccarat. In the latter game he holds an advantage of about $7\frac{1}{2}$ per cent. in his favour, but in Chemin it is calculated at 2 per cent. Assuming play to be normal, the the punter operating on the Ascot System is more than likely to hold his own.

Never play Chemin on intuition; adopt some definite plan and stick to it.

There is usually more fun at *Chemmy* than at serious *Bac.* Both games depend on luck.

LA BOULE

CHAPTER VI

LA BOULE

(PETITS-CHEVAUX)

CONTINENTAL holidays are becoming increasingly popular year by year, and the Britisher has a wide range of choice from which to select among the charming seaside resorts of France and Belgium, to say nothing of the fashionable Spas of Switzerland. The chief attraction of such places is undoubtedly the Casinos, where life and gaiety centre. In these days of comfortable travel and quick transit, a summer holiday at Ostend, Blankenburg, Boulogne, Le Toquet, Dieppe, Trouville and Deauville is considered *de rigeur*, while the cheap week-end trips enable thousands during the season to escape the dullness of an English

Sunday. The morning dip, the afternoon promenade, and the evening at the Casino is refreshing to the jaded city worker, while the change of air, food, customs and general feeling of freedom constitutes a boon and provides a splendid tonic.

But, whether one admits it or not, the fact remains without the Casinos the magnet would fail to attract. Since the Casino is the *piece de resistance*—and incidentally it provides a huge revenue to the town—the visitor is soon initiated into the mysteries of the little game called La Boule. It provides mild amusement, and quite a little excitement to the average non-gambling type of man, but to the ladies, in particular, it appears to be as thrilling as the Derby itself.

The game is easy to understand and play, while the seductive part seems to be that one can get a lot of fun for their money, as the minimum stake is only one franc. La Boule is played in exactly the same manner as the popular game of Petits-Chevaux of a decade

ago. The method of staking remains the same, but the mechanical device has been changed completely. Previously miniature horses travelled along slotted grooves, in concentric rings, let in the table. The ring nearest the flagstaff was about 18 inches in diameter, and the outermost some five feet or more. Through each slotted groove came a rod which carried at the top end the horse and jockey, and was connected beneath the table with a mechanical arrangement operated by the starter, who set all the horses in motion at the same moment. Each of the jockeys was numbered 1 to 9. There still exists in a few places the "little horses," but they have long been abandoned at the fashionable Casinos, chiefly because the game was too slow. Each race occupied about three minutes, and, as time is money in the height of the season, it had to make way for the modern game, which is lightning-like, and two coups a minute is now quite common with the ball.

To-day La Boule is the popular pastime for the small punter. In place of the mechanical horses, the centre of the table now contains a shallow mahogany bowl with cups, evenly distributed around a circle about midway between the centre and the edge of the bowl. In each cup will be seen one of the figures from 1 to 9. The circle has two sets of 1 to 9 (18 in all), and the figures are placed in consecutive order. The bowl has a diameter about 3 feet, and the cups or hollows $2\frac{1}{2}$ inches, to support a slightly larger rubber air ball. The croupier whirls the ball around the bowl, and it bounces about till it finally rests in one of the numbered hollows. The winning number is announced by the croupier verbally, and is also indicated by an electric number sign over the table. Quick play is the order of the day. Within a few seconds of the winning stakes being paid the ball is on its journey again, and "Rien ne va plus" is heard almost instantaneously. There is

little time to think and make calculations. The player must be ready and quick to stake. On reference to the plan on page 262 it will be seen that each number has a separate square for backing individual numbers or *en plein*. The odds and evens (1, 3, 7, 9 and 2, 4, 6, 8) have oblong divisions. The other even money chances (2, 4, 7, 9 and 1, 3, 6, 8) are termed the *bandes*, to be found at the sides of the table. Number 5 does not appear in any of the groups, and can only be backed separately. It is the *cinq* (5) which gives the Bank an enormous advantage over the punter. Whenever 5 turns up, all other bets are lost. It is worse than the zero at Roulette, which takes its toll 1 in 36, not 1 in 9. Although there are nine numbers to bet on, you are only paid 7 to 1 for a win. Even money is paid on the *bandes*, or odds and evens. The minimum stake is one franc, and the maximum on single numbers 20 francs, and on the *bandes* 50 francs.

Fantastic schemes are employed to win at La Boule, but with the Bank having 11 per cent. in its favour, owing to the operation of the *cinq* (5), it seems a hopeless proposition. Experience, however, shows that, apart from progressive staking, peculiar coincidences are frequent in this game. The ball is not thrown with precision and regularity as in Roulette, and the law of average is not under the same control. Not that the croupier can throw into any particular hole, but, with the fine touch of a billiard player, a skilful thrower might avoid any well-backed number. The bowl does not rotate; it is fixed; and the nerve impulse of the thrower easily accounts for his throwing *voisins*, or neighbouring numbers. How often one sees, for example, that a given winner, 9 for example, is followed by a certain number in the next throw. Again, another number will stick to a particular one persistently for several minutes. The careful player will note these occurrences,

and profit by his quickness of perception.

Advice

Now what is the best advice to offer the player, anxious to get his fun for nothing, and maybe minimise his holiday expenses. Based on experience, there is no better plan than to find out before betting what number is the favourite for the day. It may seem ridiculous, but almost every day one particular number seems to hold the field. Even on a racecourse backing favourites meets with general approval, but at "La Boule" you can always get 7 to 1, so that on a level stake you can stand 7 consecutive losers before you have to lay "odds on" your favourite. In any case the player will be well advised not to back losing numbers, believing that they *must* turn up. They may keep "*shy*" till you are tired of the game.

Another good tip is to watch where the

big money is going on the table, and avoid that particular number, unless you have a special reason to back it. Be ready, but never in a hurry to stake until the ball has just left the croupier's hand.

As already explained, La Boule is played too rapidly to permit of any careful system being employed, while the maximum allowed defeats any chance of progressive staking. Calculations are of little use, for one simple reason—and there are many others—the croupier is not compelled to throw alternately to the right and left ; in fact, there are no stringent rules governing his actions. It is a happy-go-lucky method of spinning a ball, making data of previous throws utterly unreliable for anticipatory purposes.

Since the results are erratic, there *is* sense in playing likewise. Staking on the odds and evens should therefore be erratic, and a simple plan to follow is to change over from one side to the other every time the 5 intervenes. Fixing a self-imposed arbitrary rule

the player starts off with a definite programme. An example of what is meant is here given.

Let us assume these numbers turn up—9, 2, 5. As the number preceding 5 was an *even* one, you will now commence to back all *odd* numbers until 5 turns up again, when you will again change over and then back the even numbers, swinging from one side to the other every time the *cinq* (5) appears. It is only when starting to play you take any cognisance of the particular number preceding the first *cinq*, merely to decide whether you are to commence on odd or even. After once starting, the change over is automatically controlled by the *cinq*. Now for a method of staking.

The Vol-Plane

The Vol-plane (or gradual glide) is a method of staking based on well-known principles as applied to even chances. The play is always on the odds and evens,

coupled with a protective stake on the *cinq*.

The capital required is 100 francs and the commencing stake is 10 francs. After a loss the stakes begin to decrease step by step to 8-6-3-2-1 and rise in the same order after a win. If the initial bet of 10 francs wins, the stakes gradually increase on wins to 15-20-30-40-50 and recede on losses in the same manner. On reaching the maximum, 50, the game automatically finishes, and a fresh start is made with the initial stake of 10 francs only. All stakes recede on a loss up to and including 40, but the player having once reached a stake of 50 never recedes to 40 to keep in play. Win or lose, he finishes on the maximum stake.

It will be apparent that, with a series of intermittent wins and losses, one can steadily lose under certain circumstances, but ordinarily a capital of 100 francs will withstand an adverse run, and be found adequate to

keep in play for quite a long time with fluctuating fortune. In any case, limit your loss at any one sitting to 100 francs.

On many days you will find the table will run in your favour, and with a win on the first three coups you are practically over the danger obstacle—similar in effect to jumping successfully Becher's Brook in the Grand National. You can then afford to fall at one fence if you clear the next two, and so creep up to the winning post, in your case represented by the maximum stake of 50 francs.

Every coup is partially insured by backing the cinq *en plein* as follows :—

One franc each time on every bet up to 15 francs.

When the stake is 20 francs, put 2 francs on cinq.

When the stake is 30 francs, put 3 francs on cinq.

When the stake is 40 francs, put 4 francs on cinq.

When the stake is 50 francs, put 5 francs on cinq.

The lower stakes are purposely *over*-insured and the higher stakes *under*-insured, as the higher stakes being made out of profits in hand, there is no need to waste the full premium.

It will be seen, in the case of the *first* six bets losing, there will be a loss of (30 plus 6 insurance money) 36 francs straight off. However, if the *first* six bets win, a profit of (165 minus 15 insurance) 150 francs will be realised.

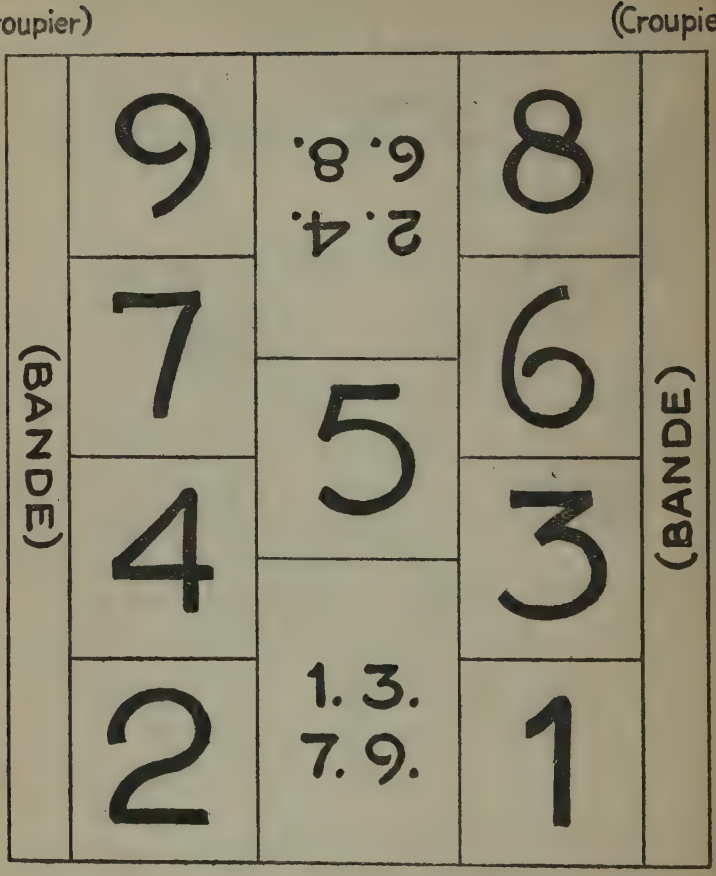
Remember your stake decreases after a loss and only increases after a win.

The patient player can start off with a distinct advantage if he will only wait his opportunity when to commence play, and to accomplish this he is strongly recommended to make mental bets (not actual ones), waiting till he would have lost four consecutive bets if he had really staked. That is the moment to begin to play. Test

the results out on paper and familiarise yourself with how it works.

For the benefit of the reader, we append a list of numbers taken from the tables at Dieppe. To economise space they are given in running order.

4 - 5 - 7 - 2 - 1 - 8 - 6 - 7 - 9 - 5 - 8 - 2 - 4 - 7
1 - 9 - 8 - 6 - 8 - 5 - 7 - 1 - 7 - 3 - 6 - 8 - 8 - 6
2 - 5 - 9 - 3 - 1 - 1 - 7 - 8 - 8 - 3 - 9 - 4 - 5 - 2
8 - 6 - 4 - 8 - 1 - 2 - 1 - 5 - 1 - 9 - 6 - 4 - 2 - 9
7 - 4 - 7 - 9 - 8 - 1 - 2 - 3 - 8 - 6 - 5 - 1 - 7 - 3
5 - 6 - 2 - 5 - 4 - 8 - 5 - 5 - 7 - 1 - 3 - 6 - 8 - 5
9 - 1 - 3 - 1 - 9 - 2 - 4 - 8 - 7 - 8 - 7 - 4 - 2 - 8
9 - 5 - 6 - 9 - 6 - 6 - 5 - 2 - 2 - 9 - 5 - 5 - 7 - 2
4 - 7 - 9 - 1 - 5 - 9 - 6 - 8 - 7 - 4 - 2 - 4 - 6 - 9
9 - 5 - 3 - 1 - 1 - 4 - 3 - 6 - 8 - 1 - 7 - 4 - 4 - 4


(Croupier)
(Croupier)
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9
8
7
6
5
4
3
2
1
2. 4.
6. 8.
1. 3.
7. 9.